ISSN 1461-9539

ATARI COMPUTING

Issue 16 January 2000 • £3.50

Reviews
Rational Sounds 2
Scripter

Features
Mario Becroft
Image processing
CD-ROMs

Tutorials
Papyrus
Calamus
Enchant

System Solutions

Specials

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Designed using Pagesize 5 on Mac transferred to Atari TT030 via Ethernet and output to laserjet via Calamus SL

NEW CDWriter Plus 2

CDWriter 2 this new version of Anodyne Software's excellent user friendly music CD recording program is now offered together with CDbackup for maximum functionality and value CDWriter 2 features:

- **Writing to extended, 90-minute CDs** must be supported by drive
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- **Multiple sources can be buffered on the system's fastest drive**
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CDbackup data discs may be accessed by your Atari as a normal CD ROM! (For ISO 9660 and Red Book audio we recommend SoundPool CDRecorder please ask for more information on professional audio and CD recording or check our web site)

ExtenDOS Gold (3 2) is the favourite choice for Atari CD-ROM driver New more efficient and user friendly than ever!

ExtenDOS Gold 3 2 driver and CDWriter Plus 2 bundle **£99 95**
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For connection to an Atari ST add **£49 95** (special bundle price) for the Link 97 SCSI host adaptor Other SCSI cables available for Falcon and TT users please enquire Note maximum CD speeds depend on host machine

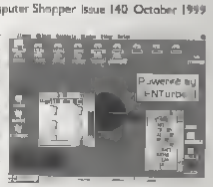
jinnee desktop

"jinnee is without a doubt the smartest-looking desktop on the Atari platform and for my money any other platform It is endlessly customisable and a beautiful thing to look at, but beneath the silky exterior there lies a powerful interface that will speed up almost every aspect of life with an Atari "

Computer Shopper Issue 140 October 1999

A stunning replacement desktop for MagiC 6 Atari and MagiC PC or MagiC Mac jinnee (pronounced "genie") combines the best features from Windows 95 Mac OS and X Windows a powerful working environment for your MagiC OS

jinnee desktop **£39 95**
bundled with MagiC 6 **£89 95**
(please state DD or HD disks for MagiC 6)



More details about jinnee on-line at our web site
http://www.system-solutions.co.uk

CENTurbo II Pro Falcon accelerator

Articulate response and stability from your Falcon are this two main features you can expect with this high quality hardware accelerator board It supports up to 128Mbyte fast RAM accelerates the IDE bus can produce enhanced display modes with higher resolutions and improves several critical timing signals for glitch-free audio performance.

- **Motorola 68030 CPU 50MHz** considerably faster than the TT
- **Optional 68882 FPU 50MHz** full 32 bit power for CAD/CAM
- **32 bit fast RAM** blazing permanent 50MHz access with burst
- **Fits in standard case** compact circuit board with high integration
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CENTurbo II accelerator board only **£229**
Fast RAM **£69**/32Mbyte, **£129**/64Mbyte suitably rated 68882 FPU **£35**

Zip 250 kit for ST

More than double the capacity of the established Zip 100 system now available for your Atari ST The new Zip 250 is **backward compatible with Zip 100** which means your old disks are not made redundant. Complete ST kit includes ST ready Zip 250 drive one disk, power supply HD Driver 7 71 and Link 97 SCSI host adaptor

Zip 250 kit for ST new price **£229**
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MagiC 6 price **£69 95**
Upgrade from v3/4 **£29 95**
Please return disks and manuals to our mail order branch for upgrades

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Upgrade your Falcon to professional audio standard with these break-out boxes from Line Audio Sweden. Featuring excellent quality A/D and D/A convertors delivering crystal clear linear frequency response on all channels Also available in studio version 19" 1U rack-mount (PRO)

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Will miss a good read while printing .-(

The
Atari Portfolio
the really
Portable personal Computer....

Yes, the amazingly compact DOS based Portfolio is small enough to fit in your hand - yet is powerful enough to offer you facilities you'd expect to find only on a full sized desktop or notebook. It will work for up to 6 weeks on three AA batteries (also runs from optional mains adaptor) How's that for portability ? The Portfolio works in 3 languages, English, French & German Comes complete with 6 built in DOS applications installed on ROM.

They are

Lotus 1 2-3 compatible spreadsheet Full text editor-Calculator Address book Phone dialler-Appointments Diary.

With additional interface, cable & software the Portfolio can easily be connected to your ST, PC or Apple Mac for file & data transfer. We offer not only Portfolio machines but also a wide range of accessories & peripherals for you to get even more from the really Portable PC

For more details write (enclosing an SAE)

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Tel/Fax: 0181 286 8990 (Home)
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ATARI COMPUTING THANKS ALL OUR ADVERTISERS, AND WE HOPE READERS WILL CONTINUE TO SUPPORT THEM!

For the man with an Atari who was worried about paying *'through the nose'* for what was advertised as a service *'for Windows or Mac'*...

Zetnet Services explain why some providers can be a false economy.

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It would be very helpful if editorial subscription and general enquiries are sent on separate sheets of paper or separate ASCII format files on disk.

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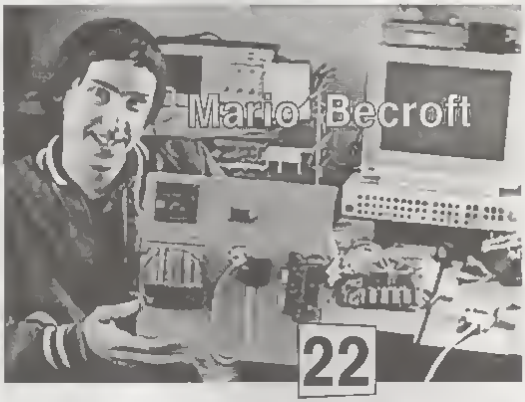

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YOUR FREE GIFT!

It's not everyday you get something for nothing, but we wanted our final issue to be special so we're giving every subscriber a FREE copy of our MILLENNIUM time capsule CD ROM worth £2.99.
The CD ROM features the entire editorial output of Atari Computing since AC#1 which also includes ALL the Reader Disks so there's no need to panic when your magazines have turned yellow or your Reader Disks have become corrupted!
Added extras include the files we couldn't fit on the Reader Disks which were previously only available on the renegade CD-ROM and three new exclusive audio tracks from Mark Wherry.
Finally the MILLENNIUM time capsule CD-ROM can be accessed from Atari, PC or Mac machines you'll always be able to enjoy the good old days.

MILLENNIUM time.capsule

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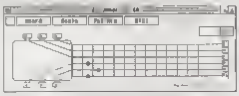

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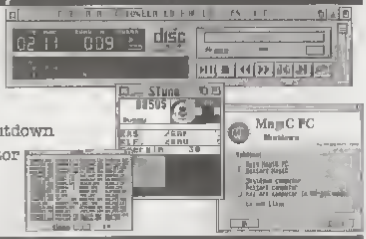

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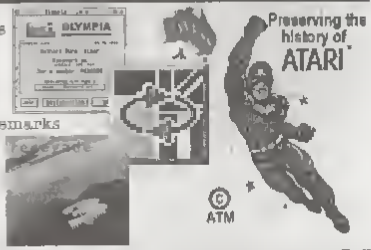

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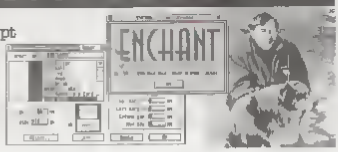
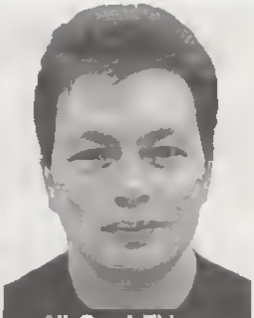




All Good Things

Captains log, stardate 26 04 99
Fans of the Star Trek universe will know the end is never really THE end We activated the self-destruct sequence back in AC14 to give anyone interested in offering an alternative a chance to emerge and if you check out the news pages you'll see it's just possible an alternative will appear Like the Starship Enterprise we've also travelled where no magazine has gone before with only the resources of our crew to depend on Two people in particular deserve a special mention, step forward Ensign Shiuming Lu and Mark "Wesley" Wherry without their efforts we would have abandoned the mission some time ago
Mike "Chakotay" Kerslake has proved time and again two heads are better than one (or the 12 former ACC members!) at making executive decisions and
Al "Worf" Goold has always provided no nonsense straight talking when we needed it Sadly, our ship's Doctor Brian Stanton didn't get to return to Starbase with the rest of us and his bedside manner is sorely missed
Barring temporal anomalies this will be my last mission but I may make guest appearences elsewhere if I have something to say (I doubt I can keep quiet for long) For years the needs of the many outweighed the needs of the few but now its time for the needs of the few to outweigh the needs of the many

Live long and prosper!

Joe Connor

World News...

MILLENNIUM time.capsule

To commemorate the final issue of Atari Computing we've produced the time capsule CD ROM which features the entire editorial output of Atari Computing since AC#1 including all the Reader Disks. We're giving this permanent record of our work to all our subscribers **FREE** of charge as our thank you for your support.

Imagine the scene on the eve of the next millennium our grandchildren are gathered together anxiously waiting for the Y3K bug to kick in they'll be telling stories about the great computing pioneers and some future geek will re discover the time capsule and be transported back to a time when ASCII was typed into keyboards by hand and magazines were printed on trees

Just in case you are reading this time capsule in 2099 (Happy Millennium!) I'd like to explain this was meant to be the best CD-ROM ever produced in the last century It was going to feature a slick interface with jaw dropping content but back then (1999) the world was different Believe it or not we put Atari Computing together for fun in our 'spare' time Sadly both commodities were in short supply towards the end so what you've got here is the entire Reader Disk collection which includes more than a few exclusive releases along with a collection of ASCII GIF and JPEG images and a few issues which we did get around to converting to HTML format.

We hope someone finds it useful at worst it makes a stylish coaster and what do you expect for FREE anyway?

New English Printed Magazine!

Atari Today is the first title planned by a new company called Parkland Publishing with the first issue planned for Nov 1999 and will be priced at £2 50 which includes a cover disk including samples demos PD and more

Each issue will be in A4 format with between 16 and 20 pages The shorter format should make it easier to produce on a more regular basis while the cover disk will allow overflow space for additional editorial material where necessary

Atari Today plans to feature a mix of news hardware and software reviews games reviews "how to" articles as well as the usual letters advertising and reader classified sections New software and hardware will get priority coverage

Parkland Publishing are looking for contributors programmers dealers with products for review and anyone who would like more information to contact the editor Bob Frost at: AtariToday@techsoftware freeserve co uk

They plan to attend ACC 99 Keep an eye on the comp sys atari st newsgroup for more announcements

renegade CD-ROM lives on!

Despite the closure of RPL/AC the renegade CD will continue to evolve and Joe Connor and Mark Wherry will take over responsibility for the project from 12th January 2000 New copies remain priced at £14 95 and anyone wishing to upgrade to the latest evolution should return their CD-ROM along with a cheque/PO for £4 made payable to Joe Connor to 65 Mill Road Colchester Essex CO4 5LJ
Email renegade@inactive cix co uk

Softjee Bundle

Softjee have recently revised the prices for their software and announced a bundle deal offering all the products below which total 1210 FF for 890 FF (around £90) a 27% discount.

- 290 FF Digital Home Studio
- 90 FF Digital Tracker
- 90 FF A.F S
- 90 FF Audiomid
- 190 FF Devil Studio (Midi)
- 90 FF Easy Beat Audio and Midi
- 190 FF Expand 2
- 90 FF Midplay
- 90 FF Pretty (base)

For more information contact:
Softjee Emmanuel Jaccard
SOFTJEE 47200 Longueville
France
Email softjee@softjee com
http //www softjee com

FreeGEM

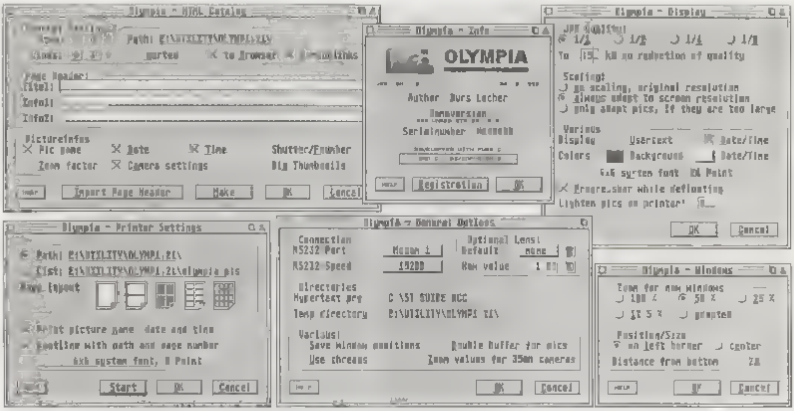
The current owner of the Intel version of GEM Caldera Inc has recently released the source code under the Gnu Public License There's a project to update it both to functional parity with Atari GEM and also to include all the features of all the different versions from the Atari-like v1 2 up to GEM/5 supplied with some apps For more information visit the FreeGEM project home pages at http //www deltasoft.com

The GEM family tree has been recently added but they're short of information about the various ST versions and subsequent developments specifically they are interested in

- TOS versions and the differences between them
- MagiC
- N AES
- NVDI
- MiNT
- Any open source projects on ST or GEM related platforms

Liam G H Proven
Email lproven@cix co uk
http //members aol com/hamproven/

Atari PD and Shareware News on page 38 in this issue!



Olympia

Durs Locher in Switzerland has programmed this sorely needed application which can control the current generation of digital cameras including models from Olympus Epson Nikon Agfa, Sanyo, Toshiba and other all via the serial interface Olympia v1 21 is available now and offers the following features:

- Download/Upload pictures
- Set the camera defaults
- Catalogue pictures (JPG TIF IMG)
- Catalogue thumbnails and infos from the camera images
- Produce a thumbnail-overview for display in any HTML browser
- Print from pictures in different layouts (1 2 4 8 16 pictures per page with/without info text)
- Slideshow function
- Full GEM interface supporting the latest standards

Olympia runs on any Atari computer or TOS compatible from 640x400 (ST high) resolution upwards and requires MiNT/MagiC NVDI 5 HSMODEM, ST Guide an HTML browser (CAB/Adamas) and a desktop which supports the AV protocol (jinnee/Thing)

There s a demo version available online so you can make sure it works with your camera before parting with your money A key costs DM 99 (around £35) which includes a CD/Handbook For more details contact AG Computertechnik Axel Gehringer Schützenstraße 10 D 87700 Memmingen Germany Email AG_Comtech@t online de http //melkor unibe ch 8080/evtheol/durs locher 1/personel html

User Group News

The "Melbourne Atari Computer Enthusiasts club has now become a Special Interest Group (SIG) of the Melbourne PC User Group We see this as keeping the Atari world alive and enhancing it, because our members now have access to the vast resources of the PC group

Like most Atari clubs around the world we were losing members and a decision was looming as to the viability of the club as we knew it had to be made The reducing numbers made it inevitable we move to a cheaper site but further to this we were finding it hard to attract members to the committee or as office bearers

We were meeting at a University which enabled us to utilise their TV screens in the lecture rooms to great advantage but as we moved onto the VGA screens with the Falcon the advantage was becoming less Along with this we had no storage so every meeting we had to transport all of our equipment This included a large urn as well as our computer equipment At our last annual General meeting it was decided by our members to become a SIG of the larger club thus negating the need for office bearers the need to look for another meeting place and storage glorious storage to store all of our equipment

The Melbourne PC Users Group is the largest computer club in the Southern Hemisphere and with many of our members interested in both the Atari and PCs we can offer them greater benefits and maybe even tempt some of our ex members back into our SIG!

We meet the second Sunday of the month (except January) at 10 00 am at 27 Dorcas St South Melbourne Everyone is welcome (coffee and biscuits supplied)

Contact. Melbourne PC User Group/MACE SIG,
PO Box 283, South Melbourne, Victoria, Australia 3205.
BBS. 03 9699 6611 (Australia) Tel: 0500 818 448 (Australia)

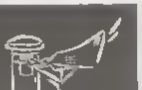
TransAction

Several new members have recently joined the TransAction crew Luis Manuel Asensio Royo (LMA) translates English/German to Spanish and is a member of the Atarifan Club (Spain) luis manuel asensio@bcn servicom es http //atarifan atari org/

Godfried Cobben (GC) has translated many German applications into Dutch including N.AES qad Thing and CAB Email gncobben@luna.nl

TransAction can now offer translations between five languages English French German Dutch and Spanish and it seems they are in need of a new logo The TransAction home pages are maintained at http //www cix co uk/ ~inactive/TransAction/
Email transaction@inactive cix co uk

LEtTers



Considering a PC?

I have been looking at some of the PC deals that can be bought now in the high street and I must admit they all looked very tempting Out of curiosity I borrowed a couple of PC magazines (PC Pro & Computer Active) to see what was going on in the PC world Well I can honestly say that reading them has cured me from any PC itch that I might have had There were horror stories about macro viruses that E mail copies of your word documents to every one you know reams of column inches on known software bugs (like Excel pie charts that add up to 101%) and stacks of reader queries on how to get their system working properly (which usually entails them booting up in MSDOS mode and hand editing a system File to call a new DLL which has to be downloaded from the MS website) There were 2 stories that really got me One was informing the readership about a new feature of NTFS S that let them mount HD partitions and the other was about Windows 98 Apparently this secretly embeds the network card ID of your PC into every word document you produce and can send this to MS HQ Therefore MS can track the originator of most word documents created Big brother or what? Finally the debate was raging about a new system to h t the PC platform Linux!

I think I will stick to my trusty Falcon If I ever do upgrade I will probably get a second hand PII and run MagiC PC and L nux If you are having diff culties getting your ST to work think yourself lucky that you don t have a PC! And despite how this reads I m not trying to knock PC owners just the hardware

Gez, via CIX atarcomputing conference

It's Not The End Until YOU Say So!

It was with great sadness that I heard of the impending closure of Atari Computing Many magazines came and went since the ST was released in 1985 but few will be remembered like Atari Computing the magaz ne written by Atari users for Atari users Funnily enough this publication would never have been launched f it had not been for the collapse of the "last" remaining Atari magazines

It all goes back to the news stand days when ST Format Atari ST Review and Atari ST User were all household names The Atari market was a shadow of its former self by the time that ST User closed down and Future Publishing had bought over ST Review with the sole intention of closing it down which they did swiftly Those were the days of doom and gloom with ST Format left as the last surviving Atari magazine How much longer would it be before they too closed and we were left with nothing? By then almost everyone said t was just a matter of time until we were left with no Atari magazine but a few months later Atari World surfaced and that got the enthusiasm stirred up again

Atari World was the phoenix which rose from ST Review s ashes and it was all down to the dedication of a handful of enthusiasts who defied the critics and were determined to show that Atari was not dead and there was still enough life in the market to support two Atari magazines Regardless of your opinions as to what went wrong at Atari World Neal O Nions Vic Lennard Andrew Wright and the rest of the team genuinely believed in what they were doing and actually had the courage to "do something" while everyone else was sitting around waiting for the new table

It was not long before both Atari World and ST Format (which lasted much longer than most had expected) had folded leaving a huge gap in the market. At that point in time Atari users had no means of obtaining news on the latest developments in Atari based software and hardware nor of obtaining reliable reviews of these products In fact it was nigh impossible to keep in touch with other Atari users unless you were on line

The original Atari Computing Group (and later Renegade Publishing) pulled off the impossible by launching a brand new professionally produced magazine into a so called dead market on a subscription basis AND making a success of it The conditions were right for this type of magazine at that time It would never have come about without the collapse of the news-stand titles yet it is likely to be the publication we will all remember for many years to come Atari Computing has always been owned and run by Atari enthusiasts They had no axe to grind and no commercial interests to pursue. They were more reliant on subscriptions than advertising revenue so their first loyalty was always to their readers

Despite the fact that Atari Computing was run on a non profit making basis it could never have been described as an amateurish publication Just because the writers (and indeed proprietors) gave their time freely did not mean they were a bunch of amateurs Many of them came from professional backgrounds all had been using Atari computers for many years and they knew their stuff I always found Atari Computing to be well presented factual and a joy to read It brought together a whole community not only through the pages of the magazine but also by way of the Atari Computing Conventions its support for local and national user groups and in its drive to get everyone connected to the Internet.

Although we will all lament the passing of Atari Computing, we must respect the decision of the team to call time as did our customers when we bowed out earlier in the year Joe Connor Mike Kerslake the late Brian Stanton Al Goold and all the regular contributors have produced sixteen issues of this magazine out of a common love for Atari computers Atari Computing has been a major part of their lives for the past three years and their contributions to the Atari community have arguably surpassed those who came before them We cannot thank

them enough for their immense contribution to the Atari community

The closure of Atari Computing is undoubtedly the end of an era. A third phoenix will not rise from the ashes and the Millennium will not bring with it an Atari revival. Atari computers were the best in their day and for several years they were technologically ahead of many of their rivals. Having said that, for many of us Atari computers continue to competently carry out the tasks we purchased them for and we don't NEED more. In conclusion, please remember this is the end of Atari Computing magazine not of Atari computing as a culture. That will only end why YOU decide to call it a day!

Steve Delaney (ex Floppyshop)

Imaginary AC Covers!

I have been watching the tennis at Wimbledon and Henman has some stripes on his strip which look just like the Atari logo. maybe it could be used on the cover of AC? I've also had an idea for a while which would be fun to see: that is three staircases set up like the atari logo. Like the song if I were a rich man: one staircase going up one going down and one more going nowhere just for fun. Just a couple of suggestions. I'm not offering because I can't "Do Art"

Thelma via the CIX ataricomputing conference

Nice ideas, too late now though and unless some other magazine would like to use them these ideas will go to waste as well. The first three were thought up by Mike Kerslake:

- **Leopard skin design, but with Fuji logo spots instead of normal spots**
- **Snowman in garden being looked at from inside a frosted-up window, with window cleared in Fuji shape.**
- **The back of someone's head with the Fuji logo shaved in**
- **Stars in the sky in the shape of Fuji logo - this idea was actually included by David Howard on the AC7 cover between the £3.00 and the STraTOS logo but was so subtle no-one noticed it (it's near-invisible on some copies but clear on others)**
- **The wake of a speedboat with water skiers in tow in the shape of a Fuji - I actually saw this live on TV, if only we'd taped the program!**
- **A Trojan Horse, cross-sectional /rear view in shape of Atari logo going through gates of Troy where the walls of Troy are adorned with PC logos**

Sorry To Hear The News...

As the title says. Nay. I was shocked! But if you really can't make a go of it and at least cover your costs. understandable. I don't suppose a cheaper paper would have helped?

In any case, all the Atari community's thanks are due to Joe and his team for their sterling work over the years. It must have been a hard slog for little thanks. So a big thank you from me. and I hope we can keep in touch via TransAction at least!

Peter West via CIX Email

Thanks Peter, sadly the problems are more to do with free time than production costs. At least the controlled closure means we won't be taking any of our customers money down with us and we have this opportunity to say thanks and goodbye to everyone who has helped us over the last three years.

Dear Atari Friends

It was sad, but no real surprise, to read that Atari Computing is to close. The show in Stafford last Autumn hardly gave the impression of an Atari scene with lots of life left in it, and this is not intended as a criticism of the organisers. So maybe I shall have to learn that Gemulator is not the only useful program available for Windows.

Where do we go from here? For my part I have invested too much time and money into MagiC, Papyrus, Pagestream (did Soft Logik help to kill the Atari market, or did they just make a sound commercial decision?) and various others to want to change platform. There is still some software development in the German market, though even that appears to be declining slowly. It is not helped by the time lag in producing English language versions (Papyrus 7, Texel 2 and Artwork 2, to name three excellent Applications which are still not translated). Can the Milan reverse this? In your interview Ali Goukassian appeared optimistic - but then he would, wouldn't he? And. In terms of content ST Computer/Atari Inside can more than fill the gap Atari Computing will leave - in my view it and its predecessors have always set the standard in the serious Atari press, being way ahead of ST Format and the like, and having the edge on ST Applications. The most obvious problem is one of language. Less obvious problems are:

- All the advertisements are oriented to Germany or Switzerland
- The European banks and postal services still seem to be doing their best to discourage trading in the common European market.

Even so, would there be enough interest for Atari Computing to distribute the German magazine in England? If not, is there scope for a (partially) translated edition? despite the extra costs of printing and the delays in publication, I could offer some help with the translation for this would, no doubt, not be viable if professional translation had to be paid for. Or maybe, any version in English would have to be produced on the Internet to save printing and distribution costs. These are just a few ideas, thrown out almost randomly, in response to your request. Behind it all is the fact that, if the Atari market is still viable, it is probably only so on a European wide scale, so any solutions have to be looked at in that way.

Dr Brian Mulhall via Email

And finally...

Amazing, and 'wonderful', two words I use to describe AC. From inception to, as Joe Connor wrote in issue #14, 'The fat lady sings', we have seen an extraordinary output of Atari material for Ataripiles to absorb, use and enjoy. This is no accident. The required committed efforts of everyone associated with AC, making all the good stuff available in AC, is commendable.

By itself, the preceding is a lot, however, this final issue #16, heralds an unusual in Atari history, that of its imminent demise being announced well in advance. And while the final issue will be the end of AC as a publication, it is not the end of a several year run and a history of honest and fair dealing with the readership, right up to the final, mailed out, AC#16. Such has sadly not been true of Atari publications, hardware or software, generally speaking.

So in advance, thank you for your spirited enthusiasm, good production values, delivery of product, all a testimonial to the hard work that dedicated, personal investment always delivers. Last but not least, AC magazine has been and remains, a fair deal.

Best wishes in the future to each and every one of you at Atari Computing.

Gary C Mattesen, Norfolk, Nebraska, USA via email

Thanks to all our readers who have sent us their views and comments over the last three years!

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Mark Wherry

unleashed, unreliable, unreadable, un... err, I thought this wasn't going to be edited Joe?

Three years ago I sat down, probably in this very chair, at this very desk - I won't apologise for being sentimental and nostalgic - and wrote some old nonsense about MiNT on my then 2Mb STe. Now, in what seems like no time at all, after progressing through various toys including a Falcon and arriving at a G3 Mac, inflicting many more articles upon Atari Computing, it's the end

My story

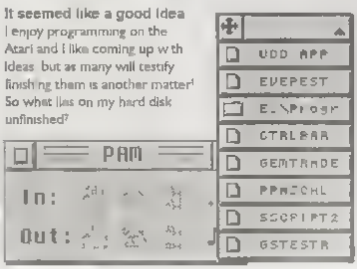
So what was my story? You know the one that everyone tells about how they got into this crazy Atari scene in the first place. How it ruined their life and how through the help of Atarians Anonymous they were able to kick the habit. whoops wrong column!

My interests have always been in music, computers and a combination of the two known as music technology. I was originally a proud Amiga 500 owner but one day a friend showed me Notator running on an Atari. It blew me away! Here was an amazing sequencer, incredible score editing and printing, and so much more... I had to have one.

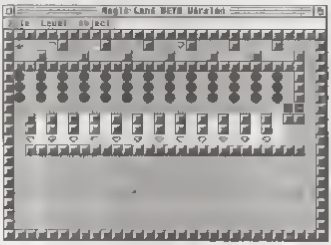
The one regret I have is that I grew out of Notator when newer things came along, as I really loved using that package so much. Being the sort of person that is never satisfied, I got Logic when it came out, which was also incredible but I found the scoring to never quite hit the mark (though the new version 4 is excellent!). Than came the Falcon, Cubase Audio, FDI and more, again, incredible technology.

It seemed like a good idea

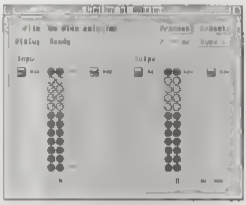
I enjoy programming on the Atari and I like coming up with ideas, but as many will testify, finishing them is another matter! So what lies on my hard disk unfinished?



PAM, the Port Activity monitor that Mike Kerslake wanted.



MagiC Land, a neat Repton/Boulderdash clone, perhaps I should do this for the MagiC Game competition?



Limiter, an off line DSP limiter.

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Exclusive Releases!

Control Bar - now this one is useful, finished but until now never set free, you add files to it by simply dragging, when you click a bar it talks to your desktop.

Strummer - a guitar simulation, again finished but never released - add the fingering then click and drag the guitar for real time strumming via MIDI!

GEMTRADE

GEMTrade

I couldn't really not mention GEMTrade in this space, but rather than shamelessly plugging it, alright, I'll be honest, as well as shamelessly plugging it, I'd like to thank all those users who have registered and supported the project. As most people now know, a tri-lingual version is in the pipeline supporting English, German and French, and this will be possible thanks to the tremendous work of Didier Briel. I'd like to take the opportunity to publicly say a big thank you to him! I suppose I should thank Joe Connor too - he has put much work into the project, the only doubt here being that it was his fault I got into this in the first place!

Oh yes...

I really am going to update my web pages. No really. I know they haven't been updated for a year!
http://www.cix.co.uk/~mark_wherry/

Farewells

As music technology lured me to the Atari, it also tempted me away from the machine I defended so long. When Cubase VST came out it changed everything, both in the industry and for me.

And now to ACC 99, which surely highlights why we do all this, meeting up with friends who have been made through the Atari scene. So thanks to Joe, Mike and Al for making all this possible and putting up with me. I hope we keep in contact. I'd also like to remember Brian who sent me his now infamous label runs for the renegadeCD and outwitted me more than once on CIX!

So thanks for reading, do come and say hello at the show, but for now I'm off to buy a G4, a PowerBook, an iMac and an iBook...

Mark Wherry
mark@ataricomputing.com

Image Processing on the Atari

Dave Barkin goes through the process of tweaking some images...

Anyone here ever use Photoshop? I have Photoshop 5 0, it's a great program with lots of bells, whistles and even the odd tambourine! I actually sometimes use it on my Mac! A very impressive piece of software, still I prefer my Atari and it's own image processing programs As with Desktop Publishing, there's no need for me to go elsewhere for satisfaction After all, why do you use this kind of software anyway?

Image Processing

The overwhelming use of image processing software is simply for the correction of photographs for final printed output No software is perfect for th s task the largest inherent limitation being the transformation of a visual display consisting or RED GREEN & BLUE (RGB) on your monitor to a printed display of CYAN YELLOW MAGENTA & BLACK (CYMK) on hard copy Yes yes of course we also work with black and white photo s But the above represents 90 percent of the reason for manipulating images The Atari machines anything from Falcon on up have more then enough power to accomplish th s task In fact ANY Atari machine has the speed

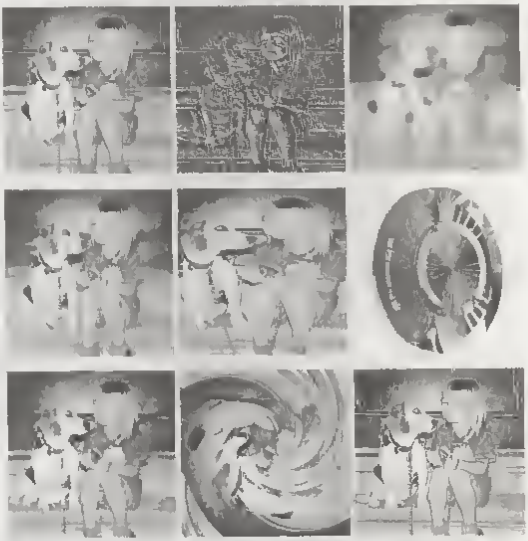
Is Image Processing on an Atari slow? The answer is no Naturally the faster the machine the quicker you get the job done but in practical terms even the oldest Atari is fast enough to make Image Processing practical Some programs are faster at this then others One Atari program, Photoline Is probably the fastest program on any platform Memory s a much more mportant question Do you have enough memory to load really large images 10-20Mb or more? The program Das Picture can handle images much larger then available memory Thus there are actually Atari solutions to all these image processing problems There s a tremendous diversity of software out there some quite shocking in their power Power even some Photoshop users are envious of

Atari Software

I basically depend on two programs for my image process ng needs: Photoline by Computerinsel which contrary to rumours is still being developed and Das Repro by D gital Arts (formally Retouche CD) wh ch ran out of steam in 1993 There are at least twenty other Atari Image Processing programs that I ve heard of and I m sure quite a few that I haven t Photoline can do almost everything that Photoshop on my Mac can do It is only in the special effects department that Photoshop leaves most of my programs behind But basic filters are embedded in the Photoline program And Photoline is fast On a TT it will run almost as fast as Photoshop on a 300MHz B600 Mac On my machine there s no comparison On the Hades processing images is much more efficient then on the Mac

Das Repro is still the best piece of software on any platform for colour correcting and separating images Its idiosyncrasies are legendary and it s long out of print but remains a powerful addition to anyone s software library Despite its steep learning curve Repro is a good tool for other aspects of image processing such as collage

Both of the above programs depend on RAM memory Repro does include an opt on to use your hard drive as virtual memory but t s very slow and I would



▲ Filter and Special Effects From top left [illegible] Original Image Embossed Image Gaussian Blur Second row Gaussian Blured background Image mapped [illegible] Das Repro projected image from Photoline Third row Water filter Stredal effect and [illegible] pen filter

A collage of three images created in Das Repro

Inverse Media s F lters Module for Calamus SL

recommend the virtual memory program Outside for use with either program s if memory is tight However Das Picture also by Digital Arts allows images far larger then available memory to be loaded and edited in real time They ve programmed an incredibly fast virtual memory hard disk routine so fast it s often transparent to the user If the image is larger then memory and that can include images MUCH larger then memory that image is divided into segments and only the segment actually being viewed is in RAM memory Other programs out there include Studio Paint TruePaint Repro Studio Cranach Art, Apex Media, Positive Image Vision, Papillion and a host of others Imagecopy is still supported and allows basic image processing along with useful conversions between many different graphic formats and GEMView a shareware program does much the same

Calamus SL the desktop publish ng program also features many basic image processing functions with advanced capabilities available as optional extras Calamus allows correcting contrast and brightness and intensity from its built in histogram functions Collage s can be put together using the Vector and Mask Modules Optional modules include a full featured Paint Program and Merge a collage making module Finally there s an optional Filters module and extra F lter packs which include a large number of professional filters Not bad for a program best known for its Desktop Publishing abilities

Das Layout, another powerful DTP program includes basic image correcting tools and an optional monitor correction module which allows the monitor to be corrected to match printed results and is truly a powerful tool for colour print ng

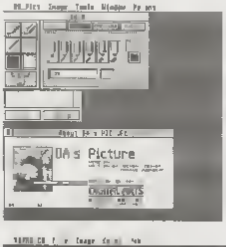
Filters Special Effects

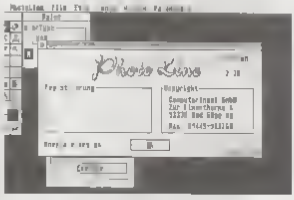
Image processing doesn t stop with colour correcting Special effects and collage are favourites with both amateurs and professionals see the screenshots for some examples

Filters are mini programs which alter your image in ways conventional film developing has difficulties with For example Sharpen or Soften increase or decrease the contrast between neighbouring pixels and they can take this a stage further and alter the contrast between groups of pixels or alter the pixel structure itself to enhance contrast. Many other variations of just these two filters exist along with a host of other filters

Summary

This article is merely an introduction to the image processing software available for the Atari platform and barely scratches the surface I do not want to close this article by leaving the reader with the impression that image processing on the Atari has ALL the options available in programs on other platforms For example Photoshop allows you to overlap images into collages while mainta ning the images as separate layers and as far as I m aware only Papillion on the Atari platform supports layers Photoshop (and many other programs) also offer hundreds of optional (usually big bucks) special effect filters The Photoshop History Palette allows a virtually unlimited Undo buffer The point I m trying to get across is that Atari programs are fast and reliable and offer some options other platforms lack Das Repro allows an exact calibration of the mon tor with your printer and allows storing files to reflect each monitor/ printer combination No other program on any platform comes close to being able to do this trust me Finally most of these programs run just fine on Mac/PC machines running MagiCMac/PC





Clockwise from top left Das Picture Photoni ne Das Repro and Studio Photo

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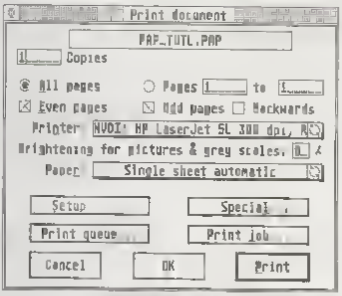
Papyrus postscript

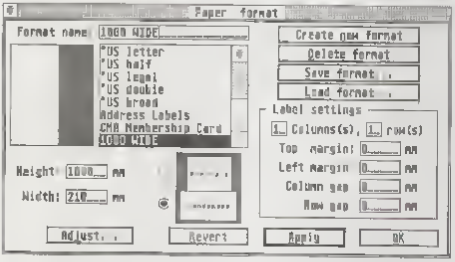
papyrus

Michael High distills some reader feedback on the Papyrus Tutorials...

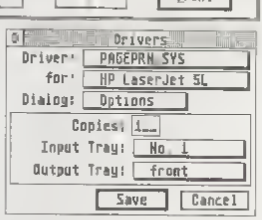
Two types of Atari users write to me via Atari Computing There are the "enthusiasts" who spend long, unpaid hours preparing articles, screen dumps and files for the Reader Disk Their labours inspire the "experts" who then write in to point out errors, suggest better practice and so on Together they improve the quality of understanding for us all So my thanks to those who wrote, emailed and even sent me tutorials on disk



Use this for quality not quantity



Not only the quality...see the length!



Save time with multi copies on laser printers

Banners on Pin Printers

Steve Hill took great pleasure in telling me how his trusty Star LC 10 can achieve that which is impossible on my HP LaserJet He produces notices for his local Church and from time to time has to produce long banners Because his printer can handle tractor feed paper he simply uses the "Document. Paper Format' command to set up a very tall piece of paper which is then used in landscape mode

Which printer driver to use?

In AC#11 I said "I have found no significant speed or quality difference between the external and internal drivers..." Well that set the experts going I have to admit that after much experimentation particularly with printing graphics I now find that NVDI driver delivers better print quality It does so at the penalty of a 240% increase in printing times My initial preference for using Papyrus s internal printer dr ver stemmed from the fact that I did not understand how to get multiple copies from NVDI The control panel is used for choosing the printer resolution However the control panel setting for number of copies is overridden by that in the Papyrus Print Document dialog

The quest for speed

When I progressed from a 180dpi pin printer to a 600dpi laser I found that printing times became very lengthy My little Atari STe was having to calculate over eleven times as many dots! My first attempt at improving speed was to register a copy of iPRN II.

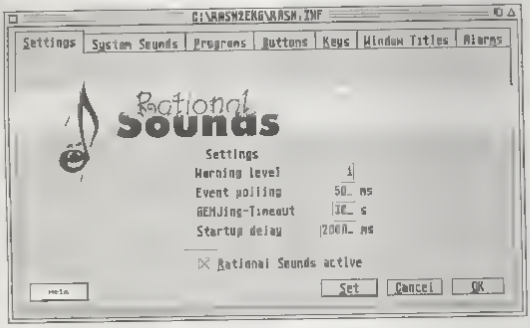
This does clever things to the software controll ng the parallel port that feeds the printer It cut printing t mes from typically 100 seconds per page to 32 seconds

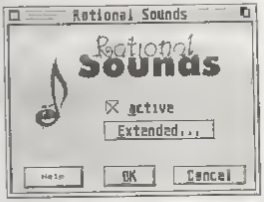
The next change came with the fitting of the excellent TUS Veloce+ board Now th s turned the Atari into an absolute flying machine as far as display running speed and general responsiveness is concerned However it totally neutered the iPRN II software So if there are any experts who know how to combine the TUS Veloce+ board with a software parallel port speeder my ema l address is *high@nerteinetwerks com*

papyrus

Rational Sounds 2

Joe Connor rationalises his desktop...

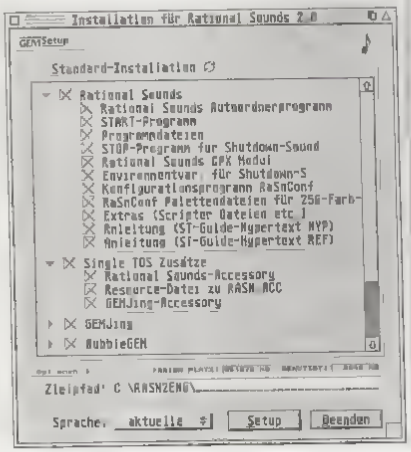




Rational Sounds adds "Soundscapes" or "Aural Themes" to your working environment Sound samples in HSH or WAV format are played via the freeware GEMJing utility, programmed by Gotz Hoffart, which is included in the distribution

Rational Sounds runs on any TOS compatible operating system capable of playing samples via GEMJing which includes the Atari ST/e/Mega/TT/Falcon and MagiC PC/Mac/Milan for starters A multitasking OS with AV protocol support is desirable for full functionality

Using the excellent GEM Setup utility programmed by Joachim Fornallaz installation is a straightforward point and click operation with options to install GEMJing BubbleGEM and the alternative accessories needed for a Single TOS installation Manual installation is covered in detail but since it involved copying files to various locations and configuration of environmental variables in MAGX INF/N_AES CNF I decided to let GEM Setup take the strain



Lights, Camera, Action!

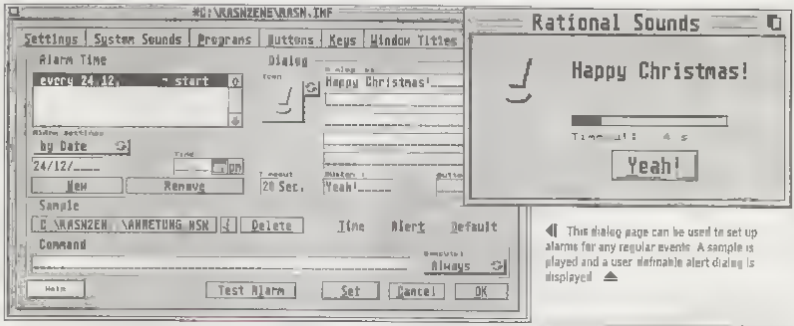
After installation your desktop bursts to life with most desktop actions setting off sounds After the novelty of iconising and shading windows just to enjoy the samples wears off you re left wondering how big a hit on overall system performance Rational Sounds makes

On my MagiC Mac/PC set ups I haven t noticed any significant perform ance loss After months of testing Rational

Events overview

Samples can be assigned as follows

- On system start
- On system shutdown
- For the following window actions Open close icon se restore resize un/shade top move click on arrow move sliders
- On keyclick
- To individual keys or key comb nation
- Instead of default system ping
- To any selectable buttons For example different sounds can be assigned to the OK, Cancel and Help buttons and wildcards are supported
- To window titles
- On program launch different start up sounds can be added to each of your favourite applications
- On program exit
- On displaying application windows
- Alarm sounds An appointment diary can be assigned sounds to play after a fixed number of days on a specific date monthly or yearly
- On displaying the file selector
- For menus different sounds can be assigned for popup menus and for menu selections
- On displaying BubbleGEM bubbles
- On displaying alert boxes
- When a program bombs!
- Every quarter of an hour and on the hour a sample can be played
- A speaking clock can speak the time every fifteen minutes in different languages and dialects or by calling a GEMScript plug in for jinnee 2



This dialog page can be used to set up alarms for any regular events. A sample is played and a user definable alert dialog is displayed.

Sounds hasn't caused any problems and I still haven't grown tired of hearing the sounds... take that as a recommendation!

Sound samples are assigned to actions using a stylish configuration application which provides a point and click interface complete with BubbleGEM and ST Guide help. This can be run from the desktop renamed as a desktop accessory (useful under Single TOS) and called via the Rational Sounds CPX (see screen grab at top right of this page).

Apart from the speaking clock samples there are around 50 samples to select between and naturally you can add your own. If you're planning to use Rational Sounds with MagiC PC you need version 6 or later... earlier versions cannot play sounds via GEMJing.

Rational Sounds understands GEMScript. This capability was built-in so "soundscapes" could be loaded from scripts... optionally along with the desktop settings. There's an example SIC script which, once added to the jinnee 2 plug ins folder, appears on the contextual menu and can be used to speak the time on request.

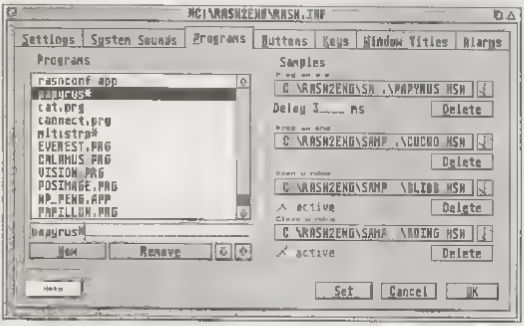
What's the time?

A speaking clock feature supports offers a choice of pronunciation between formal ("The time is one thirty pm") or dialect ("The time is half past one") in several languages. I'd prefer a sexy female voice to the German male voice but I don't think my wife would agree to a session playing speaking clocks with a microphone!

Conclusions

Rational Sounds is a remarkable hack. The authors point out there's no legal way to achieve its functionality so they rummage around in global allocated memory, bend vectors and intercept AES messages to add another dimension to the desktop.

Plans for future releases include a PD 'Server', which other programs could register with in order to manage its sounds from a central manager which seems like a sensible next step but it's already a mature product eagerly waiting to entertain an English audience.



Individual programs can be assigned custom start up, exit and window open/close samples

What's new in Rational Sounds 2?

- More events can be assigned sounds
- Speaking clock
- Alarm feature
- Completely revised configuration utility
- CPX-Module to de/activate.
- jinnee 2.0 Context menu plug-in support.
- Many new GEMScript commands implemented

Rational Sounds 2

Authors: Heinesoft
Nils Schneider and Heiko Achilles
Email: hornsk@talknet.de
http www.talknet.de/~hornsk/

Distributor: weller systeme
Grunewaldstrasse 9 10823 Berlin
Germany
Tel +49 30 21 75 02 86
Fax +49 30 21 75 02 88
http //www weller com

Cost: Rational Sounds v2.0 DM 79 (around £26)
Update from v1.0 DM 39 (around £13)
VISA cards and money orders accepted with shipping via UPS or post

System requirements: 1Mb memory minimum. 4Mb memory and STe sound or better is recommended and 640x400 (ST high) resolution or higher needed to run the configuration utility

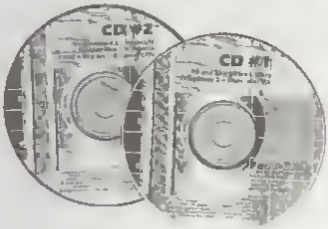
Pros: Unusual product which offers great entertainment, hassle free installation using GEM Set up comprehensive setup utility

Cons: Doesn't enhance productivity, no sexy female voice for the speaking clock

91%

Shiny Coasters!

Matthew Bacon joins the CD-ROM revolution...



With the current crop of low cost, high performance CD-ROM drives, I recently found out there has never been a better time to add a CD-ROM drive to your Atari system

Over recent years the CD ROM has established itself as the PC platform s most popular distribution storage media. As virtually every PC manufactured over the last few years includes a CD ROM drive the hardware cost has dropped dramatically

CD ROM drives have appeared in many guises since their birth The original CD-ROM drives were single speed drives capable of a maximum transfer rate of 150k per second however with technology being what it is double-speed and quad speed drives soon appeared

A few years on we now enjoy blindingly fast 40x speed drives which offer maximum transfer rates of 6Mb per second!

Software CD ROMs offer a maximum storage capacity of 640Mb which provides magazines and software publishers with an excellent method of distributing large amounts of data which explains its rapid rise in popularity

Although the PC/Mac platforms are bursting with CD-ROM titles from games to multimedia encyclopaedias the Atari market is far from struggling!

There are CD-ROM titles available for all tastes budgets and machines As a Falcon030 owner I was particularly interested in the several Falcon specific titles that are now available

Thanks to early standardisation in the CD ROM format most CD ROM titles available for the PC or Mac platform can be read by your Atari you won t be able to run the software but you will be able to read the contents of the CD-ROM There are thousands of CD-ROM titles packed with Clip Art JPEG photo s web ready GIFs and TrueType fonts and your humble Atari can use all of them with Atari software such as CAB Imagecopy Papyrus and so on

Furthermore you can get your holiday snaps digitised onto CD ROM thanks to Kodak PhotoCD technology and send them to your friends by email print them out to colour printers or use them in your favourite DTP package all on your Atari Cool! There are two points I d like to stress

- I strongly recommend purchasing a hard drive before you splash out on a CD ROM drive as some software refuses to run straight from the CD ROM or needs decompressing to a hard drive
- Purchase your CD ROM system from an Atari dealer to ensure it will work on your machine - trust me shopping around unless you know exactly what you need Is not worth the hassle just to save a few pounds!

Plug and Play

I m pleased to report this overly-hyped phrase was justified in my case! To connect the CD-ROM drive to your machine you need a spare SCSI connector and lead (ST/e owners without a free SCSI connector will need a SCSI/ASCI adapter the ICD Link comes recommended) then all you need to do is select a free ASCI/SCSI ID number and install the driver software

Jargon buster

- CD ROM Acronym for Compact Disc Read Only Media
- Quad speed 4x speed drive offering 600k per second transfer rate (slow by today s standards)
- Transfer rate The amount of data that can be read from disk in one second

Like printers without a suitable driver your Atari cannot communicate with your CD ROM drive. There are various different CD-ROM drivers available so take a look at the reviews in previous issues of Atari Computing and make your own mind up

I opted for ExtenDOS Pro which was intuitive to set up and the CD ROM drive was up and running within minutes (after reading the manual of course)!

After using my CD ROM drive for several months I m still having fun using it. It s great to play audio CD s while I get on with other tasks and I consider it one of the best additions to my system I ve made and heartily recommend you treat yourself and your Atari **[Ed And enjoy your copy of our MILLENNIUM time capsule CD]**

A ROM with a view

Mark Wherry unravels the mysteries of using a CO-ROM drive with your Atari...

More than any other hardware device the CD-ROM drive unleashed the multimedia revolution on an unsuspecting world, now it's our turn Let's start by exploding a few myths

Speeds and Sessions

People like to boast about the speed of their CD ROM drive but in many cases the speed of the drive exceeds the maximum transfer rate of the interface card In fact a double/quad speed drive with multi-session abilities will get the job done in almost all applica tions

All modern drives support multi(ple) session(s) but what does this mean? Normal audio CD ROM players are single-session devices meaning that when the CD is written any information added subsequently will not be recognised by the drive This isn t a problem for audio CDs or even most computer CD-ROMs but it can be restrictive

Multi session drives as you might have guessed can recognise data added to a CD-ROM later on However only special CDRs (Compact Disc Recordable) can be written to in this way A practical example of a multi-session disc is a Kodak photo CD where pictures can be added to the original disc later on

Let's Interface!

TT/Falcon owners are lucky enough to have built in SCSI sockets you can connect a SCSI CD-ROM drive directly using a suitable cable Owners of other Atari machines have a choice between adding an internal IDE interface which can be used to connect an external IDE CD-ROM drive or to use a SCSI-ACSI adapter to connect a SCSI CD ROM drive to the ASCI port

Not all ACSI SCSI adapters are created equal! I found my Toplink interface d dn t allow me to access the audio abilities of my CD-ROM drive yet a friend s ICD Link2 Interface worked perfectly

Find The Driver

Getting CD ROM driver software to work has tried my patience I bought a second-hand copy of ExtenDOS v2 0 at a show and it worked perfectly under TOS and MagiC 2 on my STe When I bought MagiC 5 the problems began ExtenDOS 2 was not compatible and none of the various free patches available to upgrade ExtenDOS to v2.4a solved my problems either

I also couldn t get ExtenDOS to work on my Falcon I tried a patched version of MetaDOS for the Falcon and although it mounted the drive it would only let me see or copy the contents I couldn t even read a text file from a CD-ROM which was very annoying! What I wanted was a loadable CD ROM file system for MagiC

At the last show I asked if anyone knew of a MagiC XFS CD-ROM driver Spin! they all said Spin! is programmed by Julian "Mupfel/Kubis Reschke so I was optimistic but it still didn t work! In desperation I installed both Spin! and MetaDOS and everything started working To do this you will need

MILLENNIUM *time.capsule*

- Spin! Julian Reschke s M-NT/MagiC CD ROM driver
- METAFALC Julian s patched Falcon vers on of Atari s MetaDOS
- SCSIDRV PRG- an auto folder SCSI driver by Stefan Engel This can be found in either the Mucke or CBHD distribution and will run fine with your existing driver for example HD-Driver

Installation

- Copy SCSIDRV PRG METAFALC PRG CONFIG SYS SPIN_SD BOS and ISO9660F DOS into your auto folder
- Edit CONFIG SYS to suit your requirements The physical "BOS" driver should be SPIN SD BOS and the virtual "DOS" driver should be ISO9660F DOS Other DOS drivers can also be installed to handle the Mac filing system for example

Where To Go

MagiC Mac/PC users can access CD-ROM drives like any other drive but the rest of us will need to use some CD ROM driver software. Apart from ExtenDOS all the software mentioned here is freely available on the internet and Julian Reschke s home page is a good place to start

http //www http //www muenster de/ ~reschke/

CD-ROM driver software

- **ExtenDOS Gold** Commercial software reviewed n AC#12 p22/23 by Danny McAleer rated 87%
- **Spin!** Freeware software reviewed in AC# 10 p46 by Mario Becroft rated 95%

Those were the days...

Xav goes all dewy eyed and reveals his nostalgic side

My earliest memories of Atari revolve around my uncle's purchase of a 2600 games console. I was awe-struck by its high-resolution colour graphics and state-of-the-art sound. Much pestering ensued, and eventually my parents found enough pennies down the back of the sofa for us to buy our own.

Back in those days we were a one TV family, and we had to stop commanding missiles whenever Coronation Street was on. So much pestering ensued, until I received a ZX81 (with 16k RAM pack) and a black and white TV for Christmas. Now no amount of soap could dim nish the thrill of spending hours rolling my fingers over the less than responsive keyboard as I copied some code from a magazine – only to find that the resultant game was usually dim.

And there my thirst for ever more power began. I needed colour. I needed sound. I needed the loading speed that only a cartridge could provide. Of course to get all th s I had to drop down to a machine with only 5k of RAM, but Radar Rat Race on my Vic 20 purged such annoyances from my mind.

In an attempt to discover its secrets I bought a copy of the 8 bit magazine Page 6, and there it was - the Holy Grail of computing, a picture of an STFM. That picture adorned my wall for almost a year as I solemnly concluded no amount of pestering would persuade my parents to part with the £260 I needed. There was no option - I would heve to get a job!

For six weeks during the school holidays I slaved at a bookbinders. Each evening my wounded hands began to heal, until I opened them the following day to the zipper-like sound of a hundred paper cuts all tearing loose. But I survived and clutching a wad of cash, took a trip to the nearest Atari stockist. Of course ' I was informed, "for an extra tenner you could have our bonus pack. Much pestering ensued. My parents lent me the money. Retrospectively, they should have held out. the bonus pack consisted of some mouse/joystick extenders, a mouse mat and a copy of Metacomco BASIC. The extenders lasted two years, BASIC was dumped after a week but the mouse mat is still in use.

Some time later...

As the years passed I spent many hours with that STFM. Even after I had purchased a Falcon, it was still the mach ne I chose to take to university. But I was used to more power and more speed, so I upgraded it. First my DIY rack conversion then more RAM. Next came 12 MIDI ports and a TOS upgrade. The T28 accelerator proved too much for it leading to a slightly unstable system which I eventually replaced with a dirt-cheap deal on a Mega STe. Nevertheless, the STFM still served as a great terminal into my flatmate s Linux box - via a home-made serial lead which ran out of his sixth floor window, round two corners and into my fifth floor room. I m just glad nobody caught us hanging precariously from the windows, fishing for cables with a broom. That first year at university also saw the purchase of a second-hand Jaguar. I acc dentally bought it just as I was supposed to be revising for my exams, and the whole flat decided to universally abandon work in favour of Tempest 2000 and Alien Vs Predator. Unfortunately these didn t lend themselves well to multiple players, so my Linux owning flatmate was persuaded to buy an old STe. A quick bit of soldering later, and six of us were hooked up to Dynablasters Revision? Who needs it?

In fact the more I think about it, the more I realise just how large a part the sign of the Fuji has played in my life. The formation of my schoolboy hand was a d rect result of my need to use the music department s ST to print out some homework. One of my best friends introduced himself because he spotted me reading a copy of Atari World. The Mega STe bore the brunt of my project reports at university, while the crystal clear display of its SM125 eased away the many hundreds of hours I spent writing a novel (unpublished). And during those times when life was too tough and I needed some escapism, there was Warwick Allison s beautifully GEM d version of NetHack.

These days my Falcon sits in a tower case. Alongside it stands a Mac (primarily for music, but also running Mag CMac and Stella, the 2600 emulator). Alongside that stands a Linux box running STonX (an ST emulator) and Stella (again). whenever I m not play ng Warwick Allison s beautifully Linux d version of NetHack of course!

You see, things don t change so much. I've personally got too much history ded up with the Atari name to just abandon the platform. I'll be running an Atari system, in one way or another, for many years yet. And there s always the internet to keep me in touch with l ke minded people via the newsgroups - but I apologise if I m not around much. I've got plans you see. As soon as someone releases a Nuon-based system, I'll be far too busy playing Tempest 3000. Because whatever has happened to the company, the spirit of Atari and the people it has touched, still lives on.

▲ W th my technolust becoming ever more developed, it wasn t long before my eye began to wander. I spotted an Atar 600 at a car boot sale, and much pester ng ensued

Calamus Secrets with Dave Barkin

This "have a nice day" column is NOT a good-bye to Atari software, nor even Atari Hardware. I expect my present machine to be competitive if not cutting edge for quite a while. Since I own a Mac and MagiCMac I expect to make full use of many of my Atari programs for the foreseeable future. Since this is the Calamus Secrets column I will take the time to mention what some of the available options are, and how they make Calamus SL worth investing in. Keep in mind that Calamus is STILL being supported and updated.

The VDI Printer Option

The VDI Printer driver allows Calamus users to take advantage of any driver supported by NVDI or versions of GDOS. In other words you are not dependent on specific Calamus printer drivers. You can print via NVDI!

The Mac Print Driver

The Mac print driver allows owners of Calamus (only the latest release, Calamus 99) to access the Mac Printer Driver. Thus if you have a Mac and MagiCMac you can make use of any Mac driver which you selected in the Chooser. I can say it works flawlessly! It even allows overriding some Mac controls to allow the user to make use of Calamus Screens! Oddly enough if you make use of the Epson line of printers and wish to print Star Screened images produced at 720 dpi you MUST select 1440 mode on the Mac side.

Other support options

To be competitive in this world you must be able to import files from other platforms and programs. So Calypso is a Calamus Module which allows the import of PS EPS and WPG documents directly into Calamus. Once imported you can work on them as one would work with any Vector file. Calypso comes in two flavours. A light version which imports only EPS files and the full version which imports all sorts of PS files. Ask your client or friend to save the file from Quark or Pagemaker as an EPS document or export it as Postscript and you will be able to load (and work on it) in Calamus.

Bridge 3 allows exporting Calamus documents as PS or EPS documents (besides its many other capabilities). Bridge 4 is already out in Beta form and will allow exporting documents WITH THE FONTS! As you can see Calamus is still being developed and supported.

Image processing capabilities include the optional Paint, Merge and Filters Modules as well as the standard Histogram, Mask and CLUT controls. All are quite powerful and allow Calamus users to alter or correct photographs and other images directly in Calamus SL.

There is a complete optional Vector program, the Line Art Module, or the standard Vector Module, which despite being free has powerful capabilities of its own.

Included with the latest release of Calamus (which I recommend highly) is a Bar Code Module, a light version of their text editor, Eddie (although the older PSK Write still works). A curve editing module, Franklin Light, which allows users to edit histograms using bezier curves, as well as color depth and contrast and the curves of the Color Separation Module.

With the latest release of Calamus 99 it is now possible to make FULL use of Postscript Type 1 Fonts! You are no longer dependent on the (better if harder to get) CFN format. Calamus now directly imports JPEG files and Kodak CD as well as a host of others.

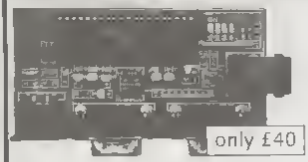
It impossible in this space to list, let alone describe the enormous number of standard let alone optional capabilities of Calamus. It is by far the best DTP program available. As with all comparisons, no doubt there are things Quark can do that Calamus cannot. However, as a Quark user, I know of what I speak. The fact that Calamus runs as well on a Mac as it does on an Atari is enough reason to take it seriously. The Mac Print Driver which allows access to Mac drivers eliminates the single largest problem for Mac users and the VDI driver should be of help to many Atari computer owners. Its incredible power make it easily the program of choice for any serious user. Contact Inverse at sales@calamus.net.

Its a shame the Atari platform has so little support. It makes a lie of the statement that "If you build a better mouse trap the world will beat a path to your door". Instead marketing in this new field of computers has made the worst platform the most popular. Well! I've enjoyed and continue to enjoy my hardware and software. I hope I've added somewhat to your enjoyment. I certainly haven't been doing this for the money.

So let me say good-bye to all you fans of Calamus. Health and a long and happy life. ○

Q W E R T Y X

The Ultimate Keyboard and Mouse Interface combined



QWERTYX - Interfaces almost any PC AT or PS/2[1] keyboard ***and*** serial mouse to Atari STFM, STE, TT, Falcon and compatibles. Many features including ❍ Control mouse or joystick from keyboard ❍ map a key to any other key ❍ assign control, shift and alt keyboard macros to one key ❍ easy installation

IDE HARD DISC INTERFACE - Interfaces almost any IDE hard disc or CD-ROM drive[2] to Atari ST(FM), STE and Mega ST computers. Easy STE installation requires NO soldering and NO pin cutting[3]. 2.5" drives mount entirely INSIDE Atari ST and STE machines.

from £50

SERIAL MOUSE INTERFACE - Interfaces serial mice to the Atari. Many useful features.

£19

VGA MONITOR ADAPTER - connects a (S)VGA monitor to Atari ST, STE, Mega. Replaces Atari hi-res monitors.

£15

OTHER PRODUCTS NOW IN DEVELOPMENT:

❍ ***SCSI to Ethernet adapter*** for Atari ST, TT, Falcon and compatibles. At last, a reliable, high-speed networking solution for all Ataris. Standard ethernet interface provides easy to use, high speed connection to networks of Atari or other brand computers.

❍ ***VME Graphics card*** for all Mega STE and TT computers. Resolutions up to 1280x1024 (non-interlaced) in true colour - just like the Falcon except better!

❍ ***The Ultimate ST upgrade*** CPU accelerator, memory AND above graphics card all on one board for the Atari ST(FM) and STE. To be released next year.

1 PS/2 keyboards are supported via a low cost adapter, some PS/2 mice are supported via adapter. 2 CD-ROM drive requires 3rd party driver (not supplied). 3 Most STE [illegible] require no soldering, pin cutting [illegible] TT(FM) and Mega ST [illegible] equipped [illegible]

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Don't hesitate to contact us - all enquiries welcome!

Mario Becroft

A brief look at Tariland and some exciting new hardware...

A brief history of Tariland

The local Atari club in Auckland New Zealand has been running since 1982 when the 8 bit computers were still state of the art. It is called Tariland which represents Atari with the A removed in order to avoid infringing Atari s trade mark. In the past the club had a large membership but in the 1990 s along with everything to do with Atari it began to fall into decline

My father and I came into the club in around 1992 and when the membership consisted of about 10 enthusiasts At that time Tariland was to be dissolved but we took it up and revitalised the monthly magazine and all the other services which Tariland provided In a couple of years we had reached a peak of 100 members our meetings in Auckland were regularly attended by many Atari users and interesting articles filled our magazine which gained a considerable reputation among various Atari clubs around the world

Since then we have had to reduce our efforts and our membership has fallen from that peak but we still manage to publish a small monthly newsletter and assist a number of Atari users from around the country

Atari made some very good decisions and some big mistakes but what ever you may say their machines were ahead of their time in many ways and even now I find I still use my TT for the largest part of my work

It forms the centra of our computer room which also includes four Pentium PC s and other Atari equipment However it is true that the TT would long ago have fallen into disuse if it was not for the excellent MiNT operating system which is continually being updated and provides networking facilities comparable with any modern UNIX system which is simply far in advance of anything else available on the Atari

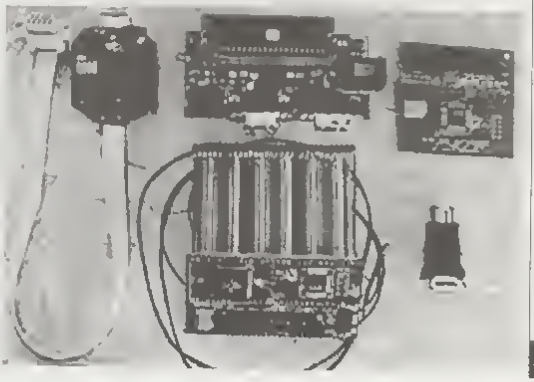
Although there is little Atari development going on vast amounts of up to date software from the UNIX world can all be used on the Atari thanks to MiNT

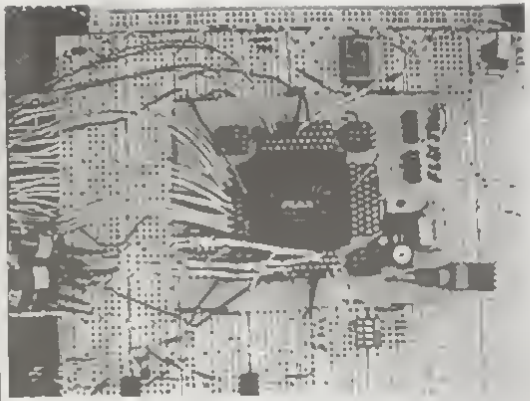
Since the hardware can be maintained indefinitely I see no reason why Atari computers and of course the new clones will not continue to be used for many years

Hardware developments

Apart from publishing Tariland s monthly magazine and attending to other club business during the past few years I have been able to develop several useful hardware devices for Atari computers

In the first place I designed the Serial Mouse Interface With Atari mice becoming scarce an interface to enable the abundance of PC serial mice trackballs and touch pads to be used seemed useful





Most of my projects start out on this "breadboard"

A serial mouse has a RS232 serial interface this being totally different to an Atari mouse which is a passive device. The serial mouse interface is based on a Motorola microcontroller or MCU which contains essentially a simple 8 bit computer on a chip The MCU is programmed to transform the serial data into 2 Atari mouse signals per axis The phase relationship of these signals allows the computer to determine the direction of movement. Although the concept is simple obtaining smoothness of movement presented some difficulties but these were overcome and the result was very successful

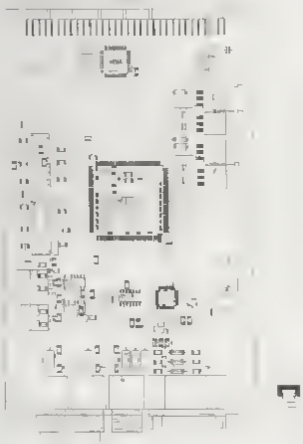
Initially I had no particular idea of making this product available for sale but when many people enquired about it I finished the design and made it presentable Until now this has been the most popular of my products having sold close to 150 units and although the initial rush is over I am still selling more each month

The next project that I completed was an IDE interface for the ST Atari already used an IDE interface in the ST Book and the Falcon and my one is compatible with these There is really only one way to design such an IDE interface and there is not much to it in principle

However fitting the board in the ST proved to be difficult The board attaches to the CPU but there is very little room above the CPU in most STs and there are no less than three different locations for the CPU depending on the motherboard revision Making the board fit every combination was difficult but I think I have succeeded by using a short (although expensive) ribbon cable to connect the board to the CPU

I later completed an STE version which is fundamentally the same but as the STE's CPU is almost invariably socketed I was able to make the installation much easier by having the board attach to the CPU socket with no soldering or pin cutting required

Despite all this I have been working slowly on a fourth project for over a year now and although it has proved to be one of those nightmarish projects that never seem to end, I have finally completed it during the last few weeks I am referring to my PC AT keyboard interface called Qwertyx The Atari keyboard contains a microprocessor known to programmers as the IKBD which handles all keyboard mouse and joystick operations In addition to several other behind-the-scenes functions Qwertyx completely replaces the IKBD with an 8-bit Motorola MCU containing my own program This program provides the same API as the Atari IKBD but PC AT keyboard Serial mouse atari mouse and Atari joystick interfaces as well as a configurable keyboard map stored in EEPROM and a number of other features All of this is configured with a GEM program Developing and debugging the firmware took a lot of work but I am very pleased with the results



Future projects

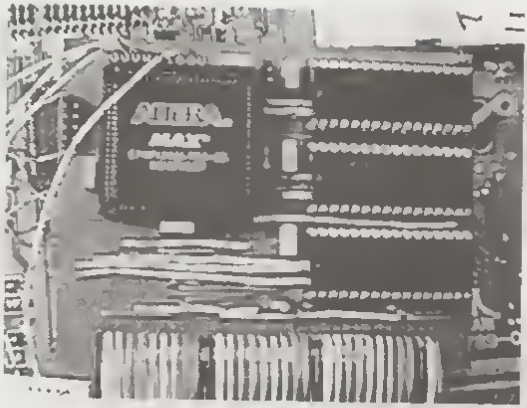
Currently I have two Atari projects "in the works" namely a SCSI Ethernet adapter and a VME graphics card both of which I hope to finish towards the end of the year if all goes well

The Ethernet adapter connects to an Atari computer via the SCSI port and works with the Atari ST using a SCSI host adapter as well as the TT and Falcon with their built in SCSI interfaces

A possibility is an ACSI version for attachment to ST's without a SCSI host adapter With this device and software such as MiNTnet or STING (for which drivers would be provided) the Atari computer could connect to any 10 megabit ethernet using TCP/IP This enables data to be transferred between computers at speeds approaching a megabyte per second under optimum conditions which is not much slower than some hard disc drives With appropriate software hard disk drives and printers can be accessed via the network and an Atari computer could easily operate in a network with PC Macintosh or other computers

The VME graphics card suits any A24 D16 VMEbus system including the Atari TT and Mega STe and provides colour graphics capability suitable for connection to a (S)VGA monitor or another video display screen

The advantage of the card is that it provides much higher resolutions and more colours than are otherwise available Resolutions up to 1280x1024 pixels are achievable at 65 536 colours without loss of speed



The heart of the VME graphics card is a large Altera FPGA and 4 or 16 megabytes of high speed SDRAM. This means engineers could use the card for all kinds of other purposes apart from graphics output and the card is designed to be very flexible in this respect. But for most users the card would be pre-configured for VGA graphics output.

A device that I designed some time ago but never finally finished is a CPU accelerator board with cache which enables a 68000 CPU to be attached running at any clock speed limited only by the speed grade of the CPU being used. Large speed improvements are possible because the 256Kb of cache memory operates at the full speed of the CPU ensuring that the CPU is not slowed down by the ST's 8 MHz memory subsystem.

Later I intend to combine many of the above designs including the CPU accelerator (which would be updated to utilise a 030 processor) into a single card for Atari ST and STe machines forming a single comprehensive upgrade.

In conclusion

I have already written at length and I have not yet mentioned my various Atari programs including the Currency Converter and several GEM games however you can read about these and my other projects on my WWW site or contact me by Email. I have not had much contact with other Atari developers but I would be most interested to hear from anyone who would like to talk about any of the projects I have been working on.

My internet addresses are changing and as I write this and I don't know what they will be so please refer to my advertisement in this issue. This will also means that by the time this magazine is published you should see me around on the usenet again from which I have been absent during this year owing to problems with my news server.

I would also like to take this opportunity to thank all the people who have put such a great deal of effort into publishing this excellent magazine and wish them all the best. And thanks to all the dedicated Atari enthusiasts who keep the platform alive and will continue to do so for the foreseeable future. ◘

ABINGDON SYNTHESIS PROJECTS

Many thanks to the Atari Computing team and best of luck in their future projects.

Old Favourites.

SCSI Buster: Turn a PC case into a multi drive SCSI box from £16 for 3-devices
PSU Buster: Use PC PSU's with your Atari £6
IDE Buster: Convert your Falcon IDE to use 3.5" drives (can be fitted in standard case). Many options available from £8
MouseBuster: Use PC serial mice etc with your Atari mouseport. No software to install just plug and play. £19 (plenty of compatible mice etc available too)
STartIDE: Internal IDE hosts for STFM and STe from £60
Atari/Amiga switchable mice only £9
4MB upgrade for STe £5 (tested on STe)
Falcon Centronics SCSI Cable £9
ST TV aerial leads £2

New Products.

QWERTYX. Mario Becroft's superb new AT keyboard, serial mouse and Atari joystick/mouse interface. Use PC keyboards and your choice of Atari or PC serial mice, also hosts an Atari joystick, internal or external options. Prices from £40

Star Tower. New tower recasing kit for all STs, Falcons and TTs (TT and Mega versions due out Jan 2000), lots of bays space for all your accelerators and drive hosts, basic kit (case, PSU and adapter floppy extension) from £160

Coming Soon.

TT/Mega STe SVGA graphics card, SCSI Ethernet host and a big ST accelerator

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Phone (01235) 534152 (after 6pm please) Mobile: 07747 116743 (Vodaphone) email chris@retail.co.uk

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domain registry fees (lasts two years):

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com, net, org	£50.00
other domains	poa

search engine registration

submit your site to over 800 search engines

sites hosted by cyberstrider	£ 50 00
sites not hosted by cyberstrider	£100.00

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majordomo based mailing lists	from £ 100.00 pa
dial-up internet access	from £ 120.00 pa
network services	from £3600.00 pa

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IMPORTANT Some services are subject to set-up and/or DNS maintenance charges Domain registrations are bound by the Terms, Conditions and Policies of the particular Domain Registry You are bound by the Cyberstrider Internet Services Terms and Conditions as set out on the web site at www cyberstrider net. Advert is copyright of Cynerstrider Limited a company incorporated in England. Registration numular 03755813 VAT Registration number 739 7439 82 All prices are subject to VAT E&OE

Atari STe: 1989 - ????

One man's tribute-ary

Newspapers maintain obituaries of the great and the good on an ongoing basis They do not wait for the demise of the worthy, but keep articles up to date so that when the inevitable happens, the editor immediately has the copy to hand As the Atari Computing editor is occasionally short of articles, I thought "Why wait for my trusty Atari to die Submit the article for publication now ".

Purchased on 18th December 1989 just in time for Christmas this was one of the first of the 1040STe s to be sold by Silica Shop Yes it had the buggy TOS 1 60 and the suspect DMA chip but it proved to be reliable It cost £598 with the SM124 monitor It seemed cheap compared with the two grand my sister paid for a 286 PC with 640k of memory

The first expansion of the system came in February 1991 with the purchase of C Lab Notator software It had taken over a year to save up the £450 to buy this top of the range music software but it was worth the wait.

In 1993 we spent £166 upgrading the memory to 4Mb This led to fruitful experiments with RAM disks Soon Papyrus and SpeedoGDOS were being run from a RAM disk that took a full four minutes to boot up Scaleable fonts image handling and spell checking had arrived!

1995 saw significant changes in the High family computing My sister scrapped her first PC, and we treated the Atari to a hard disk NVDI and TOS 2 06 Expenditure on Atari hardware had now risen to £1022 The hard disk transformed the way the machine worked Unfortunately the TOS upgrade killed off the original C Lab Notator but by then the upgrade path had lead to EMagic Logic v2 This kept the software up to date with the introduction of GM Midi and other musical goodies

Access to the internet came along bringing the delights of HENSA and UMICH These gold mines of quality software and resources lead to the regular dispatch of cheques to InterActive to register shareware I am indebted to Joe for the quality of the support he provided and the aggravation with dollars and deutschmarks he saved me

From 1996 onwards the Atari took an increasing hammering from two daughters responding to the demands of GCSE and A Level courses It did not flinch!

Obtaining a "free" SCSI two-speed CD ROM in 1997 lead to the expenditure of £205 at the April Atari show This brought an 1 4Mb floppy drive the hard drive and CD ROM all into the neat (but difficult to fit) DeskTopper case The AT Key interface pressed my sisters redundant PC keyboard back into action Towards the end of the year the Star 24-pin printer began to wear out and was replaced by an HP laser printer

The quality of the new printout at 600 dpi was a tremendous improvement But the printer with a 68030 internal processor running at 24MHz, spent far too long waiting for the Atari to calculate all those tiny dots So in June of 1998 the TUS Veloce+ came to the rescue This gave a three-fold improvement in speed and proved to be compatible with all my software except one mono game a version of Breakout that suddenly ran too fast! For the first time the complex displays possible with EMagic Logic could actually keep up with the music!

By the tenth anniversary of its purchase total expenditure on software and computing hardware had reached £2 500 The word processing and MIDI recording performance matched or even exceeded that available on current domestic PC s The only area where the Atari could not keep up with the pace of technological change was the video display

The Atari STe was greeted with derision by the press because it did not play all the old STFM games Yet it was a powerful piece of kit crying out to be taken seriously Sadly software like Papyrus and Logic came five years too late to sustain it To those who knew it it was a reliable and trusty friend that cost less than £5 a week to purchase and run.

Michael High

The Console Centre Price List (Jaguar New)

All following games are £14.99
Club Drive
Kasumi Ninja
Crescent Galaxy
Brutal sports football
Zoop
Flip Out
Checkered Flag

All following games are £19.99:
White Men Cant Jump
(With Team Tap)
Rainor Pound
Iron Soldier
Pitfall
Wolfstem 3D
Dragon Bruce Lee Storey

All following games are £24.99:-
Ultra Vorteak
I War
Valdisore Skiing
Doom Strike
Fever Pitch Soccer
Missile Command 3D
Hoverstrike (CD Only)

All following games are £29.99
Fight For Life
Attack Of Mutant Penguins
Highlander (CD Only)
Battlemorph (CD Only)
Dragons Lair (CD Only)
Myst (CD Only)

Atari Jag Promotional Items

T-Shirt (L or XL)	£4 99
Long Sleeved (L or XL)	£9 99
Base Ball Cap	£4 99
Gamers Guide	£3 99
Wrist Pack	£4 99

All following games are £39.99:
Break Out 2000
Towers 2
Zero 5
Iron Soldier 2 (1 only @ £49.99)
World Tour Racing (CD Only)

All following games are £19.99:
Club Drive
Syndicate
Blue Lightning (CD Only)
Vid Grid (CD Only)
White Men Cant Jump
(With Team Tap)

All following games are £12.00:
Crescent Galaxy
Brutal sports football
Checkered Flag
Kasumi Ninja
Troy Aikman Football

All following games are £16.00:
Tempest 2000
Bubby the Bob Cat
Iron Soldier
Wolfenstein 3D
Sonic Burnout
Dragon Bruce Lee Storey

All following games are £18.-00.
Hover Strike (Cart)
Cannon Fodder
Doom
Theme Park
Pinball Fantasies
Valdisore Skiing

All following games are £20.00.-
Hoverstrike (CD Only)
Flash Back
Raiden
Power Drive Rally
Space Ace (CD Only)
Ultra Vorteak

All following games are £22.00:
Alien Vs Predator
Rayman
Highlander (CD Only)
Brain Dead 13 (CD Only)

2nd Hand Jag Games

PC Price List (Special Offers Exclude VAT)

Super Socket 7 CPU
Cyrix M2 266 Mhz £17 37

Motherboards
AT Lucky Star 5MVP3 (Super Socket 7) AGP £41 07

Cases
AT Mini Tower Pro £21 00

Memory
SDRAM 32Mb (Dimm) PC100 £35 00

Hard Disk Drives
4 3Gb Maxtor / Fujitsu EIDE UDMA £67 32

Graphics Cards
4Mb AGP S3 Trio £17 50

Floppy Disk Drives
3 5 Floppy Disk Drive 1 44Mb £8 87

CD Rom Drives
40 x Sony CDROM IDE £35 15

Mice
Serial Mouse £3 54

Keyboards
AT Windows 95 Keyboard £6 00

Monitors
Smile 14" Smile SVGA Digital £87 60

Soundcards
PCI Pine Schubert XG64 Win98 only £9 05

Speakers
50 Watt PMPO Speakers (4RMS) £7 44

Modems
56K Internal Longshine (Rockwell) £20 18

Printers
Hewlett Packard Deskjet 610 £72 91

Scanners
Mustec ScanExpress 6000P (600x300) £37 80

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E Mail Me At morgan.magee@dnt.ntl.com

From DJ to ST!

Mike Kerslake remembers, and says thank you...

My involvement with a radio magazine in the mid-80's led me to work for Radio Carolina on the cold and blustery North Sea. One of the other guys working for Radio Carolina was Chris England, a self confessed computer and comms freak

One shore leave I visited Chris s home to see h s computer shack The room was filled with all sorts of computer stuff but on a desk was an Atari 520ST coupled up to a TV it had been recently replaced with a PC and was surplus due to non availability on the Atari platform of certain software required by my friend (yep even in 1989 you could hear that moan!) However w thin minutes I was using 1stWordPlus and being told of a DTP program called Timeworks which could lay out the new radio magazine I was planning to publish!

The swap!

That was it. I just had to have this machine! A few minutes discussion and then a surplus audio mixer of mine was being exchanged for the Atari I was also introduced by Chris to a guy called Steve Hebditch who also owned an ST Later Steve would become briefly famous in the Atari world for his STree file finding program which appeared on one of Atari s productivity packs

A subscription to ST Applications followed and some may remember my usually lengthy (!) letters to the magazine about one th ng or another The glossy Atari magazines were always a magnet for me every month as well!

Registration of shareware brought me into contact with the likes of Danny Bhabuta, Joe Connor and John Charles With time the internet became available to me It was a whole new world and I felt less isolated as all around bought PCs

Then Atari World came and went and discussions both in public and in private focused on the idea of setting a new Atari magazine up

The start

The early days of AC are very hazy but I do have some very old Emails and usenet postings which seem to suggest that I was the first person to float publicly the idea of a magazine being produced by enthusiasts for enthusiasts after the closure of Atari World and the abortive plan to start a new quarterly Atari publ cat on Shortly afterwards came news of the closure of ST Format and then the fun started!

Before long we had 12 Atari enthusiasts willing to pay for the printing of the first issue A club was formed and for some unknown reason I was appointed chairman and publisher! We enrolled Darryl Godsmark to do the layout because he was the original owner of my Falcon!

Joe Connor was then persuaded to handle the editorial side and I buried myself in hassling potential advertisers and taking subscription enquiries and orders from eager Atari fans The start of a good relationship with Mike Goodman led to the launch of the magazine at the Atari Shows in Birmingham and London n 1996

Was it worth it?

Producing the magazine and being generally involved with the Atari scene over the last three years has become a full time job (without the pay!) I'm really not sure if I would do it all over again knowing now what it has entailed However I don t regret what I've done one bit

However as with anything there are pros and cons I am disappointed that major Atari dealers like HiSoft and First Computer Centra d dn t advertise with us once despite our best efforts I am also disappointed that one dealer would not display our magazine or publicity material for fear of losing business to our other advertisers!

The negative atmosphere created by a few moaners in the comp.sys.atari st usenet group has been saddening to see and answering their hostile and inaccurate postings was very time consuming

I have also been frustrated at the non release of many fine Atari programs originating in Germany because the company that holds the distribution rights for English language versions has for unknown reasons sat on them Sadly the impression I have got from some users is that their switch to another platform was influenced to a large degree by the lack of English language versions of Atari software they knew was well up to the job If only they could buy it!

Thank You!

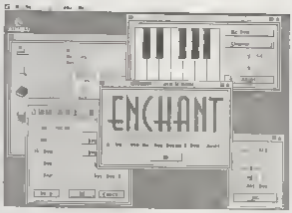
The pros far outweigh the cons though and I'd like to thank the many readers that have bought and supported the magazine in some way over the years, and the original members of the ACG who stumped up the money and gave invaluable help in the early days Thanks are due to the advertisers that have supported us many from day one My thanks also to our printers Catford Print Centre n London originally and more recently Starprint in Sheffield who have handled us with good humour and patience! Our distributors and agents abroad also deserve a huge thank you I'd also like to thank readers whose feedback kept us in touch with what readers thought and wanted These conversations were our wages and I'll miss them!

I'd like to thank our team of contributors who have earned us a reputation for quality and honesty I would also like to pay tribute to Al Goold Joe Connor and the late Brian Stanton for giving their time so freely to the magazine despite often horrendous pressures on them Their families and my own also deserve a big vote of thanks for letting us devote so much time to a hobby which took over our lives and ultimately our houses!

Many thanks to you all and please do stay in contact!

ENCHANT and GEM

A match made in heaven?
Paul Jones and Matthew Bacon think so...



This article follows the development of EncrypSTer, an encryption program, and explains how it makes use of the ENCHANT GEM Toolkit and Modules EncrypSTer, its source code, and accompanying files are all included on the Reader Disk

If you have been following the Basic BASIC series you ll be aware of the steps needed to create an application and should appreciate how time consuming it can be

ENCHANT (EnhaNCed Hisoft ApplicatioN toolkIT) is a collection of routines and libraries which enables programmers to concentrate on develop ng application features without worrying about the peculiarities of GEM (see review in AC# 15 p30)

The starting point when developing any application using ENCHANT is its shell listings and resource file These provide the foundation for your application and include vital data required by the GEM Toolkit routines

For the purposes of this article we ll assume the resource file and BH constants file have already been created and are already available to ENCHANT Before you can start writing the source code for the features of your application you must first customise the shell listing

- The resource files BH CONST file must be included (requirement of HBASIC not ENCHANT)
- MyProgram$ should contain the name of your application In this case "EncrypSTer" It is used by ENCHANT with n a multitask ng environment and when displaying error messages
- HowManyButtons (optional) is another global variable of ENCHANT The value 2 indicates that both the mouse buttons are available to ENCHANT (Left for object selection and Right for BubbleGEM help)
- The parameters of StartProgram should contain the following + Path of your resource file + Resource file index to be used as the menu bar + Resource file index to be used as the quit item within the menu bar + Resource file index of the object to be displayed when a window is iconised

At present the shell listing does nothing more than load the resource file For your application to respond to user input the following subroutines should be customised (or ignored if not required) EncrypSTer uses the HandleUserMessages and HandleUserMenu subroutines

- HandleUserClose s called if the global variable userclose_enabled<>0 when any window is closed
- HandleUserMessage is called if ENCHANT receives a p peline message that it does not understand This routine is as shown later ideally suited to provide OLGA protocol support.
- HandleUserKeys is called if the global variable keys_enabled<>0 when a key is struck
- HandleUserClicks is called if the global variable clicks_enabled<>0 when a mouse button is clicked
- HandleUserMenu is called when a menu item is selected
- HandleUserHook is called if the global variable hook_enabled<>0 every n milliseconds determined by the global variable hook_timeout

ENCHANT provides many powerful form handling routines One of which allows dialogs to be displayed as non modal dialogs using the OpenFormWindow funct on

OpenFormWindow takes several parameters as follows

```
handle=OpenFormWindow(WindowName$ treeno edit_obj cancel_obj closeproc&)
```

- WindowName$ parameter should contain the title window string
- treeno should contain the resource file index of the object to be displayed in the window
- edit_obj should contain the text object (must be editable) to be edited when the objectformwindow is opened or zero
- cancel_obj should contain the object that will be returned if the window close box (top left hand corner of window) or zero
- closeproc& should contain the address of a sub routine which will be called when the window s closed or an exit button (or its shortcut) is selected by the user or zero

Whenever the menu item Informat on is selected ENCHANT will now display the non-modal dialog FORM_INFO

Whenever this form window is exited the subroutine closeFORM_INFO will be called As this routine is not yet defined it should be written by the user It should look similar to the closeFORM_INFO code

To give your applicat on the professional edge they deserve ENCHANT provides modules to enable your programs to include BubbleGEM OLGA and ST Guide support and it couldn t be easier S mply include the follow ng lines of text at the start of your source code and that s it!

```
REM include BUBBLE BAS
REM include OLGA
BAS REM include STGUIDE BAS
```

ENCHANT details all the calls available The only calls we are concerned with for EncrypSTer are

```
BubbleGEM( Bubble Message )
STGuide(path of STG file
name of node in STG file)
```

The final steps are to fully test your applicat on on as many TOS compatible machines and across a wide selection of environments (TOS MagiC MINT etc) and create a suitable ST Guide hypertext.

Hopefully this glimpse of ENCHANT in action has demonstrated how HBASIC developers can save many hours work using ENCHANT If you heve any questions or would like more information please do get in touch

ENCHANT revision 2

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Price £15 00 plus P&P (£3 UK £5 ROW) Alternatively ENCHANT can be purchased with a brand new copy of HiSoft BASIC v2 10 for only £45 plus P&P (£7 UK, £15 ROW) UK P&P includes courier service

Please make cheque/postal orders payable to Matthew Bacon

Suggestive Remarks

Mike Kerslake with a look back at what we have achieved so far and some more ideas for programmers...

Sadly this is going to be the final Suggestive Remarks column to be published in Atari Computing, but I'm hopeful that something similar can be carried on via my web site in tandem with 'The Contact Files'. I'll come back to this at the end of the article

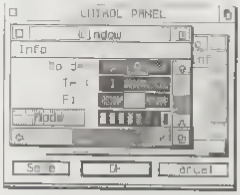
Let's take a look back now at some successes the column has notched up. The accompanying table shows where something suitable has been written, or an alternative has been found, and also where there is still a need for a particular program!

As can be seen from the table below we have had a reasonable amount of success, either with completed programs, work in progress or an alternative has been found which will handle some if not all the requirements. There's still room for new programs though and I look forward to future software releases. My personal everyday faves are HTML Export, Stamp Values and A-Z Sorter. AUTOLAB also comes in useful when setting up new label documents, and has saved much time and paper!

Now here's a final few suggestions for programmers to get their teeth into.

The MagiC Desktop Themes reviewed in AC#15 changes the look of MagiC's windows by manually replacing the WINFRAME.RSC file which controls how the window appears on screen. However, because WINFRAME.RSC is a standard RSC file, it's also possible to load this into Interface or ResouceMaster and edit the window gadgets and even mix and match themes at will.

Instead of manually editing the various RSC files, it would be much nicer, and far more flexible to configure the individual window gadgets from a small utility. The COLOURS.CPX is halfway there already. It may also be possible to extend the scope of a configuration utility to handle changes to the Appline and SMU RSC files.



A complementary suggestion would be to automate the installation of entire themes using the excellent GEM Setup utility.

The last suggestion from me, personally is for a program that will catalogue and convert vector graphic files. Something like Image Copy would be ideal, although I'd go without the advanced layout and editing functions that program offers. The formats able to be handled would include GEM, CVG, EPS, CWG (Artworx), CDR and WMF.

Going back to my opening paragraph, well as can be seen we have devoted an entire page of the magazine over to 'The Contact Files'. This feature should be a reasonable source of help and advice for Atari users for a while after the magazine is published. However, things change and TCF will be out of date in parts before too long so I've taken on the task of maintaining and adding to the file for as long as possible into the future. You can read more about my plans in TCF itself further on in this issue. What I would like to do is add another part to the file and that is a continuation of this column. In other words if anyone has an idea for a program, then I will publically post that idea in TCF and get some feedback from programmers on whether or not the idea is feasible. If you want to contribute then please use the contact points in TCF.

And now, time to say goodbye. I hope the column has been an interesting read and that some of the programs that have resulted from it will benefit the users for a long while to come. My thanks to both the originators of the ideas and the hard working programmers that have produced the goods.

Let's carry on the good work!

Idea	Result	Other full or partial solution
Email address book		Address program and then cut and paste!
Stamp value calculator	Stamp Value CPX by Mark Baines	It's an unique program so nothing else available!
A-Z Sorter	A-Z Sorter from Matth as Jaap	There's an unfriendly TTP available that does the job
Port activity monitor		Rely on hardware activity lights!
HTML to Timeworks DTP style text	Stripper by Ned Wakeling	Papyrus 7 also converts HTML to text or RTF
Various CPX's		By and large suitable Accessories or apps available
CVG to GEM		Artworx is perfect but slightly OTT
Printer handler		Mario Becroft suggests drivers for NVDI and GDOS
AC Readshows	Apathy struck big time!	Join a local or online user group for help and advice
Label templates for Papyrus	Available from Gary Bainbridge	Do it manually which can be long and laborious
HTML to text	HTML Export by Mark Wherry	HTML2TXT by Thomas Sahlin
ASCII as well as HYP help files	Some programmers are doing this	UDO can translate HYP into ASCII (at a price)
Print utility for ST Guide		Use the HYP2GDOS TTP utility if your German is good!
More colours in ST high res	Not technically possible with s/ware	Mario Becroft might have a hardware solution soon!
Help directory	Limited response	The Contact Files may be able to help
Stock control/invoicing program	Gavan Miller is working on it!	
Pager type program		
Record/CD database		An existing database program might do
Parcel Rate CPX		
Multiple clipboard		Clipboard+ by Katherine Ellis
Text file merger		Append supplied with ST Guide
Multiple text file viewer		Revenge Document Displayer, Textview and ST Guide
GEM front end for ICQ	Nothing I'm aware of	Install MiNT!!!

InsideGEM

Mark Wherry gets all excited over a new script (er!)...

Welcome to the final InsideGEM column, there are many exciting developments to report on this time, so much so that we've ever grown onto two pages!

English Scripter Preview

If you've read some of the articles I've written recently you'll have heard me mention Scripter more than once. Scripter is written by ST Guide author Holger Weets and Christian Wempe. Scripter has been available in German from ASH for some time but it's thanks once again to TransAction crew member Peter West who has translated the entire package, which just leaves System Solutions to put the release version together.

Scripter is an interpreted scripting language, much like Javascript or Applescript. This means instead of writing a program, compiling it and then executing it, a Scripter 'script' is run straight from the source code and executed one line at a time.

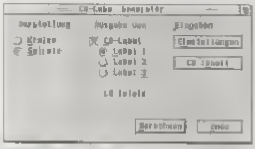
So why use a scripting language in preference to a traditional language like C, Pascal or Basic? Generally speaking traditional languages are designed for the development of complete applications whereas scripting languages are designed to carry out a set of automated tasks.

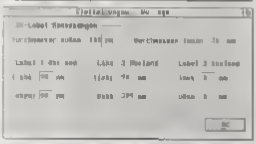
While Scripter is impressive as a stand-alone program, it really shines when used together with other GEMScript aware packages. Happily most ASH products (Texel, ArtWorx, Jinnee, Papillon and CAB) support the GEMScript protocol and provide example scripts for use with Scripter.

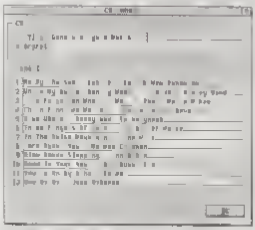
An Example

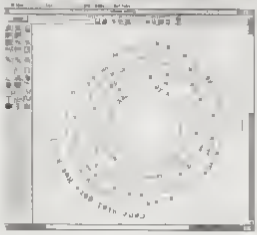
Communication with other applications lies at the heart of Scripter's conception so let's look at an example. Alexander Clauss has written a script to create CD labels which uses his own Form plug-in to gather the input and ArtWorx to create the label output.

Take a look at the following screenshots. First the details such as the dimensions and track names are set up via the dialogs created by Form. Once the dialog is satisfied the script assembles the data and draws the CD label within a new ArtWorx window - simple!









We now have all the tools needed to add features, customise and automate common tasks within our work flow using scriptable applications. Just by supplying the names of the tracks in the CD label script, we can create a CD label for any CD so it would be possible to extend the script to link into a database (the one within Alexander's own popular CD Player program would do nicely) where the track information could be extracted automatically to produce labels for every CD in your collection!

Conclusion

Although the Scripter documentation is comprehensive it's really aimed at experienced C programmers which means it's less likely users will take up the challenge to write some scripts - some tutorial orientated material would be helpful. A dedicated script editor which could point out syntax errors would be a useful addition to a future release. With jinnee 2 offering GEMScript support Scripter is fast becoming an essential desktop enhancement and it comes highly recommended.

Scripter v1.1

Publisher
ASH

UK Distributor
System Solutions, 17-19 Blackwater Street, Dulwich, London SE22 9RS
Tel: 0181 693355
Email: info@system-solutions.co.uk
http://www.system-solutions.co.uk/cafe/

Price
TBA

Requirements
A Multi-tasking OS is essential to use Scripter with other applications.

Pros
Can multi-task scripts without a multi-tasking OS. C-like syntax easy for programmers to understand.

Cons
No development environment, more information for beginner would be nice.

89%

New Atari C/C++ Compiler!

A brand new Atari development tool is now available featuring a modern Integrated Development Environment (IDE) but there s just a catch it only runs on a Mac! Anyone who programs the Mac will be aware of CodeWarrior it s a powerful standard Mac development tool from Metroworks who incidentally have recently become part of Motorola

What makes CodeWarrior special s a plug in architecture for which a development kit for programmers is widely available Where traditional compilers convert source code directly into machine code CodeWarrior uses a front end compiler to create an "intermediate representation" which is then translated into machine code by a back end code generator

This fact allows different back end code generators to be used to create instructions for different mach nes, whilst still taking advantage of CodeWarrior s front end C/C++ compilers With the appropriate plugins CodeWarrior can be used to create code for MacOS PalmOS Linux Windows and wait for it Atari!

TOS Linker, programmed by jinnee author Manfred Lippert is a back end code generator plug in to create Atari programs within CodeWarrior

Now this all sounds too good to be true for MagiCMac developers A modern development system to create Atari projects - but it gets even better TOS Linker includes newly written TOS libraries that provide full support for the latest MagiC and NVDI features

However there are a few limitations The current release does not implement C++ exceptions or C++ standard libraries and there s no floating point support although Manfred does have floating point arithmetic working for inclusion in a forthcoming update

I m sure some readers will be aware CodeWarrior is also available for Windows but TOS Linker currently isn t a Mac is required Furthermore although CodeWarrior also supports Pascal and Java the TOS Linker libraries are currently only provided for C/C++ compilers

These limitations are best summarised by Manfred himself "If you understand the limitations it is very lovely to write Atari programs with CodeWarrior "

They say the proof of the pudding is in the eating and while jinnee isn t programmed with TOS Linker all of Manfred s utilities are The list includes Monitor Battery KeyWatch, MenuBar the UU Coder in jinnee, MacGMT, and others

TOS Linker is currently only available directly from ASH in Germany but at the bargain price of only 30 DM (around £10) so you really can t really grumble Take a look at their web pages for more details

http //www application systems de

CodeWarrior Professional (MacOS) is available from their UK distr butor Full Moon For more data is point your browser at

http //www fullmoon co uk

Visual Tools for Pure C

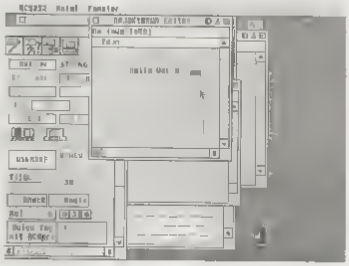
One type of programm ng that is em nently popular on other platforms s the so-called v sual approach This method can and does fill huge tomes on the subject I prefer to think of this as the programming equivalent of Wash and Go take multiple development tools into the showar a resource editor, a source editor an application framework and a compiler/linker etc ? Not me I just want to.. well you get the idea!

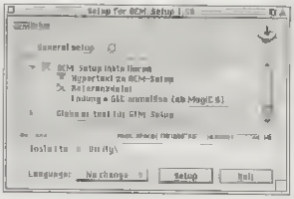
Although there is no real visual development tool for the Atari platform there is one that comes close ACS Pro is basically an application framework that comes w th a GUI editor and uses Pure-C to make the final product. The GUI editor is the important bit as it effectively replaces the resource editor with a much more flexible tool

The problem with the way user interface additions have been bolted onto the Atari is that they are achieved through cobbling together other resource types instead of providing an all in one solut on The GUI editor for ACS Pro effectively hides th s from the developer but does a lot more besides

It s well worth any interested programmers taking a look at the web pages which include a step by step guide with full screenshots to create a simple "Hello World" application using the system

http //www atari computar de/martin_elsaesser/index html





GEM-Setup

With news of new and improved development tools programmers also need a better way to distribute them If you ve ever installed applications on other operating systems you ll be familiar with Installer Vise for MacOS and/or Install Sh eld for Windows These tools are generic nstallers programs which can be customised by developers to automatically install packages on your computer

Such tools simplify the installation process for users as the installer automatically puts the files in the right places for example CPX files are copied to the CPX folder While many Atari packages such as those from ASH already include a custom installer there has never been a truly flexible generic installer for the Atari platform - unnl now

GEM Setup programmed by Joachim Fornallaz offers many powerful features includ ng support for targeting mult ple languages LZH archive handling and the ability to customise which parts of the package to install Shareware and commercial authors will be particularly interested to note that GEM Setup includes a plug-in interface for you to be able to build your registration routines into the installation process

Since its release GEM-Setup has been adopted by Milan and is also now used to install applications such as An-player Spin! Calamus SL, Rational Sounds N AES and more There s even an unconfirmed rumour ASH products will switch to GEMSetup in the near future

As I write a new version which will support multiple languages more effectively is close to release This will also feature improved password handling optimised code and some bug fixes For more information and to download the latest version visit Joachim s homepage at http //www stud ee ethz ch/~jfornall/gemsetup html

The End

I hope you ve found these columns interesting By the time you read this the Ins daGEM pages will finally have made it online at

http //www cix.co uk/~mark_wherry/

Email mark@ataricomputing com

Xav presents a few final ideas...

When I wrote my first article for AC, back in the very first issue, it was intended purely as a one-off It was a simple DIY article taken straight from my own work on EJPs purely to help kick-start the magazine Little did I realise that it would lead directly to such a long-running series of articles

In this series I have extensively covered a number of pieces of hardware based around the standard Atari joypad There's been a comprehensive discussion of the joypad itself DIY construction details for a Team Tap clone and enough information for the intrepid experimenter to build a Tempest 2000 compatible rotary controller Where appropriate there has also been programming information so that even if you are not the sort of person who can safely wield a soldering iron you can still write software to suit people who can

Whilst these articles have (I hope) proved informative, they only scratch the surface of the EJPs For instance everything I have covered to date has been digital in nature but each EJP also includes two analogue-to-digital converters enabling you to readily interface temperature or pressure sensors analogue paddles or PC joysticks to your computer Furthermore, these inputs coexist alongside the digital inputs so it would be entirely feasible to construct an analogue joystick with joypad style fire buttons In fact it could also be possible to convert an N64 joypad complete with its analogue controller into a device suitable for use with an EJP

If you'd like to try messing around with analogue inputs a simple circuit like one of those in figure 1 using nothing more than a variable resistor some wires and a plug should be enough to get you started To read the input, simply look at memory locations 0xff9210/2/4/6 which correspond to EJP A X and Y co-ordinates then EJP B X and Y co-ordinates You'll notice that the values don't drop right down to zero nor do they reach 255 Also different variable resistors will yield different ranges If you write a program that allows an analogue input, don't forget to include a calibration routine to take this into account you just need to read the values for the extreme positions of the resistor and map your output range accordingly

Figure 1 Hooking up a variable resistor

Another project idea may prove invaluable to players of Theme Park on the Jaguar or anyone who uses one of the programs which allow the joypad to control the GEM mouse cursor Basically it's a circuit which converts the output from a mouse into a series of up/down and left/right joypad button presses I have found a rather elegant circuit idea in a hefty electronics book which might do the job It simply uses a pair of D type flip flops which are available pre packaged as a 74HC74 to convert from the mouse's quadrature signal to a series of pulses Because of the way a joypad works it may be necessary to use these pulses to drive relays which will then fit into the joypad circuit in place of the D pad If anyone wants to play around with the idea the basic circuit is shown in Figure 2

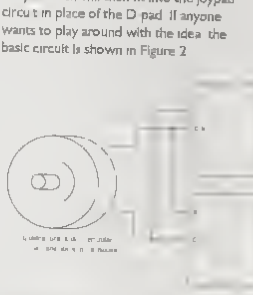


Figure 2 Mouse to joystick circuit idea

Don't be too scared to experiment the EJPs are quite robust ports and it's highly unlikely that you'll permanently damage them with these sorts of projects

Power without the price

Besides which STes are available quite cheaply on the second hand market and they represent remarkable value for money given their flexibility If you learn even just a little C programming you can use an STe to perform the sort of real-time data manipulation which would cost a fortune if purchased as a standalone solution Let's suppose you wish to keep track of temperature changes in a greenhouse You could buy a dedicated temperature sensor with a printer output and the ability to save the data to disk for several hundred pounds Or you could hook a thermistor to an EJP write a bit of code which doesn't even use GEM and put it in the AUTO folder of a floppy so that you don't even need a monitor Total cost less than £100 including the computer

If data logging and greenhouses seem a little far fetched how about the more down to earth example of a musician using MIDI A dedicated patch change unit will set you back over forty pounds for very limited functionality Use a joypad in an EJP however, and you can have patch changes panic buttons volume controls or anything else you care to program And MIDI programming on the ST is a breeze so yet again you could write an auto booting TOS program and forego the monitor Then why not add a couple of foot pedals hooked into the analogue pins and maybe a Team Tap so that you can include more digital inputs for additional foot switches You could even write the code so that it copies the MIDI messages from the input to output modifying them according to what's happening on the EJPs There you go real time transposition one-finger-chording, or any other MIDI effect

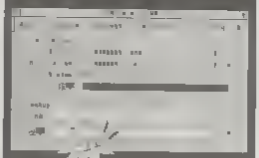
The point is that this series was always intended to give you ideas for you to take further The hardware is cheap there's more than enough power for the price why not give it a go? If you need more help or if you have any success stories to tell you can always email me My own experiments will be continuing for some time yet so if you're not the adventurous kind but you do want to build some tried-and-tested EJP projects keep an eye on my EJP FAQ then follow the Atari link

www compsoc man ac uk/~xav/index php3

Email xav@compsoc man ac uk

GEMTrade2

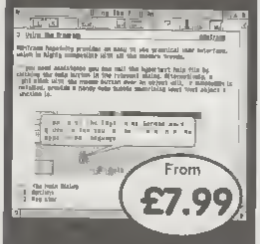
Don't struggle with German documentation. GEMTrade it!



Attractive GEM interface
CAB module to translate web pages on the fly
Instant BubbleGEM help
On-line ST-Guide help
Clipboard Cut and Paste
Look-up dictionary

GEMTrade has been under extensive development culminating in GEMTrade 2 which is available now and offers the following new features:

* Better case handling
* HTML improvements
* GEMScript compatible
* Redesigned interface
* Extended help system
* English < > German
* User dictionary added
* Viewable Dictionary



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Send Cheque/PO made payable to Mark Wherry at:
4 Ferripark Close, Topsham Road, Exeter, Devon, EX2 6AW, England
http://www.cix.co.uk/~mark_wherry/
Email: mark_wherry@cix.co.uk

Basic BASIC

"Whatever you did, that's what you planned" - Featherkile's Rule. Paul Jones stands by it...

Archive

User Group

As the last HBASIC tutorial in this magazine...I have decided to write about how to contact other HiSoft BASIC programmers should you encounter a problem or wish to offer help or advice

The good place to start is of course the Internet. In the Contacts box you'll find two email addresses. One for myself and another for Matthew Bacon. On Matthew's site you'll find a wealth of HiSoft BASIC information including links to other HB sites, a message board where questions and information can be posted for others to read and respond too) along with details of the HiSoft BASIC user group. The site also contains over 5mb of HB (or Atari related) programming information and source code which is a real must!

A further source of Atari related programming information (including HB) is the ICTARI disk magazine. ICTARI has been running for a long time now and has reached over 50 issues. Issues are available from the internet and all good PD libraries.

For those that do not have access to the internet but still can use a modem there is another solution. If you get connected to a BBS (Bulletin Board System) ask your system administrator for connection details about NeST (NEtwork ST). This message system has a programming section which usually features all sorts of coding chat (but is not specific to HBASIC).

Those without a modem will have to rely on the good old snail mail service for information. As postal mail is costly compared to Email, posting could be infrequent. However Matthew Bacon has kindly agreed to provide the HiSoft BASIC archive to anyone who sends a SAE+stamps together with five DSDD.

Version 2.x users are also welcome to contact Matthew regarding the HB Technical manual (which he has turned into STGuide format). However due to copyright restrictions the document cannot be posted onto the internet. Users should contact him (email or SAE + disk and stamps) quoting the first paragraph on p100 of the HB User manual.

Matthew is also interested in creating a dedicated Atari BASIC Website (HiSoft BASIC, GFA, ABC etc.). He states: *I am interested in developing a site dedicated to purely Atari programmers but I need their input and support!* Those who are interested should send articles (reviews of programs written in BASIC), source code, ideas for applications, Q&A/FAQ, anything related to programming!" O

Contact points

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KT6 7RZ, UK
Email: matthew@cadenza.ukf.net
http://www.cadenza.ukf.net/hbasic.htm
The icons used on this page are from Matthew's site and are used with permission

ICTARI disk magazine
http://www.elis.demon.co.uk/ictari/ictari.htm

Fun Without The Effort

George Crissmen reconsiders "Power Without The Price" as he ponders the personal computer...

Looking around at the world of computing it seems to me personal computers aren't so "personal" any more Most machines made the transition to ' business" tools several years ago leaving computer enthusiasts to adapt corporate tools for personal use So how did that happen?

Over my shoulder

The original home computers the ones which came by mail-order as a bunch of components requiring "some assembly (soldering) were directly aimed at the hobbyist These machines couldn t do much more than the pocket calculators of their day but they clearly appealed to many people

The fascination of controlling a computer and being in control was more akin to playing with building bricks than running a business but it was this raw enthusiasm that fuelled ongoing development. A steady stream of new machines supporting faster and better peripherals were created but it was the ntroduct on of built in BASIC like programm ng languages which lead to explosive growth and turned a hobby into an industry

Not only was it easy to write your own programs but you could record them and share them with others! User groups sprung up people got together to share tricks and tips and the rest is history

The Beginning Of The End

Home computers with GUIs (Graphic User Interfaces) like Mac and Atari machines made computers fun to use and programming became cool

This esse of use caused an influx of new users whose primary interest in computing was "How can this thing make it possible for me to go to lunch on time? The hobbyist's thrill of discovery and joy of accomplishment was foreign to such people Demands such as "Why doesn t this thing do what I mean! and "Call Tech Support!" replaced the hobbyist s inquisitive I wonder what I can make THIS do? This dearth of user knowledge coupled with the follow the leader attitude of many companies lead to a small group of software and hardware companies dominating the market and the rest is history It s an alarming situation!

Time for a rethink!

It s time to reclaim a personal computer for hobbyists I m one and this is what I want

1 Built in operating system Disk based operating systems inevitably get corrupted

2 Built in programm ng language A cuddly modern BASIC makes sense Many computer gurus started with BASIC because it was easy to use so it got used

3 Built in networking and software to handle LAN (Local Area Networks) built into the OS enabling simple cable or wireless connection between mach nes Ideally the networking software would also be able to handle connections to multiple ISP (Internet Service Providers)

4 A choice between single tasking and multi tasking operating systems or some way to gently introduce newcomers to the flexibility and benefits multi tasking can provide without confus ng them Maybe a third choice text-mode instead of windowing! Text-mode still provides the fastest performance and some tasks can be performed faster and more efficiently from a command line

5 A built in selection of applications so the computer is ready for use out of the box Apart from the obvious Word processor Spreadsheet, Art Package Database combination I d like to see all the Telnet terminal and FTP utilit es st-ll needed to access the web fully made available in some easy-to-use package A device manager application to take care of ALL peripherals would also very useful

The Future Today?

1 TOS and GEM are already in ROM so apart from updates and limited OS space we ve got this problem licked! The Milan solves the upgrading problem by using a software upgradable Flash ROM

2 We still haven t got a perfect BASIC something that supports very high level calls such as

```
result = Display_Jpeg(selected_image)   Show picture

result = Scan_Joypad(another_one)   Any Buttons Pressed?
```

Here [illegible] "Pass" just north of Santa Barbara [illegible]

However w th software like ENCHANT HiSoft BASIC is getting closer

3 The networking and internet connectivity solutions for the Atari platform are still evolving but the introduction of IFusion and ongoing development does looks promising Getting a total solution into ROM is still some way off though

4 We are close on this one too GEM offers var ous single and multi tasking options but the shear choice also leads to confusion and makes it hard for programmers to support all possible implement ations With growing interest in unix style operating systems we m ght be better off starting from scratch and adding TOS compatib l ty the Phenix workstation seems to be taking this approach

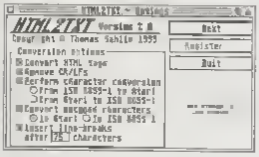
5 Standard applications are expected these days but the demands placed on them by most users doesn t justify the bloatware provided on other platforms "Plain vanilla implementations complemented w th upgrade paths to more comprehensive solutions for those that need them would be an ideal solution Standardisation of functions and the user interface across all applications is the key to success here

Am ga Inc recently abandoned development of its next-generation multimedia computer which leaves the Milan and Phenix projects looking even more attractive as Personal computing platforms Add to that the growing public acceptance of Unix like multi-task ng operating systems such as Linux and BSD Unix and one could conclude we re sitting on The Next Generation In Computing There's never been a better time to be an Atari enthusiast!

George Crissman describes his real job as *an email clerk for a computer company"*

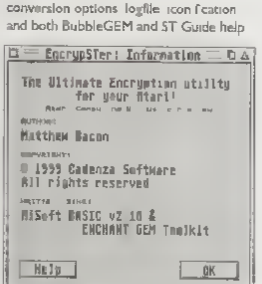
[Ed Thanks for all your help George!]

Around half our subscribers take the Reader Disk. The combination of tutorial files, listings, PD/Shareware and exclusive software is unbeatable and not available anywhere else. Individual back-issue copies of the Reader Disks are still available



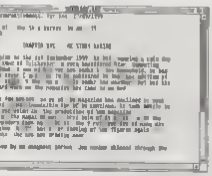
HTML2TXT 2
All Ataris, Registerware, Thomas Sahlin

HTML2TXT 2 converts HTML files to ASCII text files. The interface offers batch conversion options, logfile, icon f cation and both BubbleGEM and ST Guide help



EncrypSTer
** EXCLUSIVE ** Preview. All Ataris
(c) Cadenza Software

EncrypSTer is an encryption program offering up to 256 bit encryption. The program was written to demonstrate how easy it is to program GEM applications using HiSoft BASIC v2.1 and ENCHANT to accompany a tutorial in AC#16. The application, source code and accompanying files are all included



Interactiveness
** EXCLUSIVE **. All Ataris
(c) Paul Jones

Interactiveness is an interactive text story/adventure with an Atari Computing theme. Make sure the scripts are in the INTERACT folder and INTERACT.TOS is in the parent d rectory/root then run INTERACT.TOS. The first page of the story is displayed then you make a select ion to choose the next page of the story. You continue through the story in this manner until the Game Over screen is displayed

Unpublished Articles
** EXCLUSIVE **

Rather than waste the remaining unpublished articles submitted to Atari Com puting we have included as many as possible on the Reader Disk. The remaining unpublished articles are included on the MILLENNIUM time capsule and renegade e3 CD ROMs. Any copyright claims which may have existed on these articles is hereby formally returned to their original authors and these articles may not be published or distributed anywhere without their perm ssion

Features

ATARIHD folder: Open The Box! Is your hard disk drive future proof? With pl ers between teeth, Colin Menzie takes the plunge
CAB_TIPS folder: CAB Tips If you re surfing the net with an Atari then these tips from Ray Gorring will help you to get the best value from your on line time
COLORTUT folder: Introduction to colour correction. David Barkin provides an objective description of image processing and desktop publishing (DTP) for the purpose of correcting colour output..
FEELGOOD folder: Animal Instincts. Instincts are the basis of survival. Simon Wyndham looks towards an alternative future
FUJILIFE folder: Atari Life. Simon Coward runs a small mission using Ataris
GENOLOGY folder: Genealogy. Hints for beginners. kayell@clix explains how to track down family records
GETONLIN folder: Getting on the net. Colin Polonowski takes you through the basics of getting on line
GIGAFUN 96 folder: Gigafun 96 Dame Convention. Thorsten Butschke reports from this convention held between the 2nd and 5th August 96 in Strasburg
GO_HIRES folder: Go Hi Res! Matt Burton dispels some common myths about mono monitors and tries to persuade you to change
HTML folder: HTML Tips. Bob Paton demystifies the creation of HTLM documents

MATT folder: Matt Burton s reflections on life
NEWSGRPS folder: Newsgroups. Worth Visiting. Dan Dre bellhi makes some suggestions...
NEWSIE folder: NEWSie. NEWSie tries to combine several ways of collecting information in one package. How does it work long distance? David Leaver reports
PC_PERIP folder: PC Paripherals. Matt Burton looks at the plethora of PC peripherals which can be connected to Atari machines
PROG_GEM folder: Our Little GEM. Mark Wherry takes the first step on a guided tour of GEM from a C programming perspective
WHAT2DO folder: What do you want? Simon Coward reckons if we want new software we have to offer feedback to programmers and reward the r efforts
WOA.98 folder: World Of Atari 98. George Cr ssman reports from the World Of Atari 98 which was heavily gaming and retro orientated
ZETNET folder: Zetnet Internet Service Provider. Can't choose an ISP? Paul Jones tells you all about Zetnet...
ZIPDRIVE folder: ZIP Drives. Richard Spowart relates his experiences using a ZIP drive with his Atari

Games

OP_SKUUM folder: Operation S K U M. Domnall Dodds went on a very dangerous m ssion with the fate of the planet in his hands
ROADKILL folder: Roadkill. Shuma ng Lai reports on this racing game where bad taste and humour are inextricably m xed

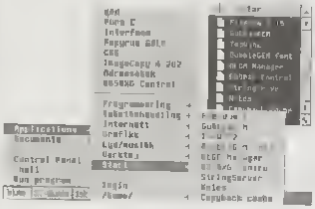
Reviews

DIRSORT folder: Dirsort v1.1. This freeware util ty makes it easy to organise your Auto folder boot order. Matt Burton reports
DISKCAKE folder: DiskCake v2.1. This freeware util ty displays the file structure for any floppy or hard disk partition graphically as a pie chart. Matt Burton reports
EMULATOR CD folder: The sincerest form of flattery. Xav r sized a Computer Fair and spotted this CD full of emulators
FOURWINS folder: FourWins. This freeware GEM game, reviewed by Matt Burton is a version of the popular "four in a row" game
KOBOLD25 folder: Kobold v2.5. Carl Hafner takes a look at this high speed file copier which offers much more besides. The article is included in HYP and ASCII versions along with some example Kobold K3J files
NETWORLD folder: NetWorld. If you've got HiSoft BASIC or STOS and are looking for a way to connect to the Internet, Paul Jones reckons you need look no further
PROTEXT folder: Protext bounces back! After a period in limbo, this heavyweight text crunching package has a new distributor. Richard Harrison conducts the history lesson
ROTATOR0 & folder: Rotator 0.6. Marnin Milner reviews this shareware vector font text effects program written by Simon Coward
THING folder: Things to Th nk About. Secrets of the Thing alternative desktop by Dan Dreisellbis
ULTIM_CD folder: The Ultimate CD-ROM. For All Cubase Users So is it the ultimate? On first impressions, I would have to say that the answer is no...
UNDERCOV folder: Undercover Issue 7. Freeware diskmag originating from Germany. Chris Holland reckons it s that most rare of creatures: a real insiders viewpoint scene magazine.

Shareware and PD

NEWS...NEWS...NEWS...NEWS...NEWS...NEWS...NEWS...NEWS...NEWS...NEWS

Taskbar now MagiC compatible!



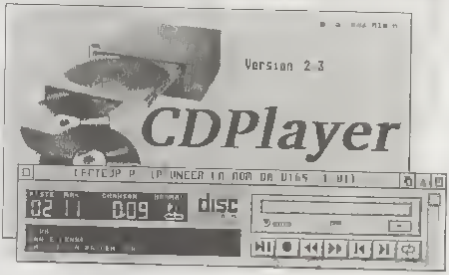
Taskbar is a Win95/NT like taskbar programmed by Jo Even Skarstein in Norway which displays a list of running applications and includes a start-menu Taskbar has been popular with N AES/MiNT enthusiasts and provides an alternative to the AppLine and SMU combination commonly used by MagiC enthusiasts Jo has been working on adding MagiC compatibility for ages now and the latest beta is up and running under MagiC tantalisingly close to a MagiC compatible release version Jo has discovered Thing jinnee and AV-Server all behave differently and that currently everything is working perfectly with Thing jinnee 2 is almost sorted but AV-Server is still causing problems There are a few minor limitations compared to running under N.AES/MiNT

- It s not possible to change priority - MagiC doesn t support this
- Niceties in popups/menus are working
- No long names (only supported for accessories under MagiC but there s no legal way for other applications to inquire them) Jo may get around this by adding support for the GEMScript getAppLongName function
- Under N AES hidden apps are shown in italics this currently doesn t work under MagiC
- No shell to launch under MagiC so this option is disabled

Why not download the latest beta and send Jo some encouragement and feedback at.
Email joska@pingle nvg ntnu no
http //www atari nvg ntnu.no/Taskbar/

oAESis 0 9

There s a new test version of this replacement AES for MiNT available for download from
ftp //ftp nocrew org/pub/osrs/oaesis/



Audio CD Player v2 3 beta

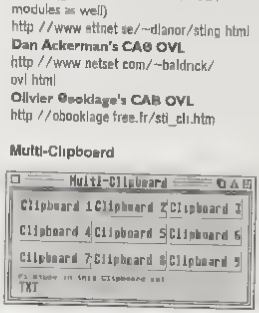
Alexander Clauss CD Player has reigned supreme for years but French programmer Alain Larrodé has taken up the challenge and recently released this stylish shareware alternative which costs a minimum of 50FF (around £5) to register An English version will be made available soon

Audio CD Player has been tested with CD-Tools 1 24, ExtenDOS 1 21 1 24 Spin! 0.34 under TOS 4 04 Magic 4 5 6 N.AES 1 2 and runs as an application or desktop accessory An ASCII editable database can store details of up to 3000 titles The latest unregistered version can be downloaded from
http //www chez com/lrd/

Online version checklist

Several of the utilities needed to make the most of your online setup have recently been updated Here s the URLs
STinG (grab the new TCP and UDP modules as well)
http //www etinet se/~dlanor/sting html
Dan Ackerman's CAB OVL
http //www netset com/~baldrick/ovl html
Olivier Ooskage's CAB OVL
http //obooklage free.fr/sti_cli.htm

Multi-Clipboard



In the AC#14 p35 Suggestive Remarks column Carl Hafner mentioned CopyPaste on the Mac platform which can manage up to 100 clipboards We recently unearthed Multi Clipboard v4 02 programmed by Ingo Dehne which supports nine clipboards Although our archive seems incomplete (it doesn t contain any useful documentation to explain how to set up or use the program) it appears to be able to save IMG and TXT files named SCRAPx y in the normal clipboard folder where x is the clipboard number (1 9) and y is the filetype (IMG/TXT/?) You can download a copy and investigate further for yourselves from
http //www.atari nu/xonline/miscfile/mc402 zip

Zoom-X

This image manipulation utility programmed by Emmanuel Huet and Guillaume Louel, previously distributed by PARX, has now been released as freeware

Zoom X uses the PARX M&E modules to import/export images which are available from various sources You can download a copy of Zoom-X from
http //www normandnet fr/~glouel/zoomx/zoomx htm
Email glouel@normandnet fr

MINT For Newbies

Jo Even Skarstein is putting together a MINT For Newbies' distribution which contains the latest kernel the last AES from Atari (pretty good for a freebie) and some tools It will use GEM Setup so it should be quite easy to install
Contact Jo Even Skarstein
Email joska@pingle nvg ntnu no
http //www stud ntnu no/~joska/

DirectorySort v1.05 — 87%

Utility Freeware
http //www atari-computer de/philippdonze/
Email PhilippDonze@gmx ch

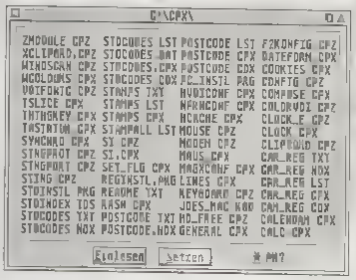
This remake of Christoph Zwerschke s classic Dirsort utility by Swiss programmer Philipp Donzé is multi tasking friendly with a neat Iconifable windowed dialog menu bar and BubbleGEM help

Dirsort can be used to sort the order of any directory This is particularly useful for the Auto folder where programs must often be executed in a specific order but can also be useful to sort CPX or ACC directories

This release was written to support the FAT and VFAT file systems and has been tested under MagiC and TOS 4 04 Anyone planning to use it on a different file system should make sure it works perfectly before letting it lose on their Auto folder If a problem is encountered a BING is sounded and the directory is re read For anyone unfamiliar w th the original Dirsort here s an overview of its operation

By default DirectorySort loads the Auto folder To load any other d rectory click on the Einlesen (Read) button and use the file selector to select a directory The running order can now be changed by simply dragging files to new positions Once everything is arranged to your satisfaction click on the Setzen (Set) button to save the directory Alternatively the source directory can be dragged onto DirectorySort or passed as a parameter via ARGV

There s a 64 file limit (excluding folders) which should be enough for most people and a useful option to gnore any non executable files by selecting the * PR? button



Under MagiC the running order and execution of files in the Auto folder can be controlled using an AUTOEXEC BAT file and an ASCII editor but DirectorySort feels much nicer n use I m sure there are other programs which would benefit from a similar make over

Joe Connor

STune: The Battle for Aratis v0.51 — 82%

Preview release
Entertainment All Ataris and TOS compatible machines, 1Mb minimum
Authors
Idea, story, code - Sokrates
mega_metty@gmx de
Code, graphical interface - Thothy
thothy@atari computer de
Grafix - Spion of Escape
JSyckor@primus online de
Female voice - Julia Ley
French translation - Guillaume Deflache
MOD-File - FXL of TNB
fxl@atari computer de
http //www atari computer de/thothy/stune htm

STune is a Dune style real time interactive strategy game with a novella theme 'War broke out in the universe The Macrosap Empire has left its 'Pessimi OSI' solar system to conquer the 'Bonl OSI' solar system

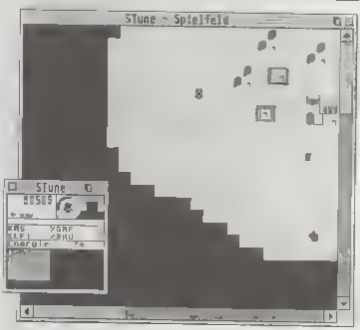
The Empire is relentlessly drain ng the Sap of Life from the planets Aratis Acons Amigis Applis and Lunis To stop the Macrosap Empire the people of Aratis have choten you to be the leader of the rebellion of Aratis the steppen planet so now it s up to you to save the people of Aratis! To do this you have to harvest the sap and to fight against the evil Empire at the same time are you up to this challenge?"

The authors assure us the theme is all their own work but they admit they may have been insp red by other events They also point out the game isn t fin shed yet and that the release version will feature much better graph cs and a more intell gent computer opponent.

This preview release includes German French and English resource files and runs in 16 or 256 colours the test graphics for other colour depths haven t been created yet but since the sprites are standard IMG files so you can probably create your own The release version plans to support all colour depths up to 256 colours

There are plenty of sound options If your system has a Falcon compatible sound XBIOS (MagiC PC running GEMjing fits the bill) you can select sound samples (stored in RAW format) in preference to the humble chip sounds everyone else has to make do with Other options include voice samples and a MOD file to play in the background

Units and buildings are selected moved targeted repaired sold created and so on using left/right mouse click combinations and various key combinations are supported There s currently no documentation (in any language) to explain exactly what each sprite is capable of so it s initially very confusing because the gameplay is very ambitious



The Status window which is still in German displays the status of the selected unit and can optionally display a map when you have accumulated enough sap to create a radar unit

This is undoubtedly one of the most ambitious GEM compatible game projects underway so far and I look forward to trying future releases in the near future

Joe Connor

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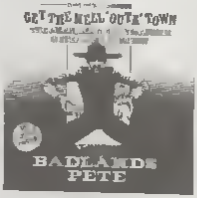

Badlands Pete Coyote is the meanest leanest six gun machine
Take on the role of this man who is feared by desperadoes everywhere and fight mountain men, renegade indians, Mexican banditos and all sorts of crazy characters in the bid to rescue the governor's daughter!
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* 3D sprite graphics

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CHRONICLES OF OMEGA £3 00 inclusive

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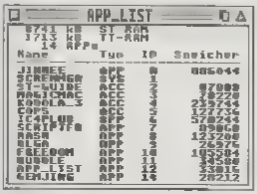
APP_LIST 0.4

86%

Utility, All Ataris, multitasking OS needed Freeware
Ralf Zimmermann
dl1fdt@amsat.org
http://ralf.zimmermann.com



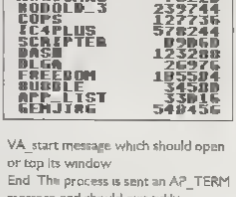
APP_LIST is neat little utility for use with MagiC, MultiTOS etc to keep track of which programs are currently active in memory. A GEM window reports the free ST and TT memory separately along with the total number of applications in memory followed by an applications list which displays the application name and optionally the application type and ID.

Clicking in the window area above the list displays a pop-up menu offering the following options (in German):

- Über APP_LIST (About APP_LIST)
- Zeichensatz (Typeface) Requires UFSL compatible font selector
- Parameter sichern (Save parameters)
- Ausblenden Alle Anzeigen (Hide Show all) Applications flagged IGNORE in the INF file can be displayed or hidden
- Screen aufraumen (Redraw screen) The screen is redrawn under MagiC
- Mover entfernen/aktivieren (Remove/show window frame) If you plan to leave APP_LIST open on your desktop in a fixed position you can minimise the space it takes up by turning the window frame off - to subsequently move the window you have to reactivate the window frame via this pop up
- Typ ausblenden/anzeigen (Hide/Show type) The application type column is hidden or displayed as follows APPlication ACCessory SYStem
- ID ausblenden/anzeigen (Hide/Show ID) The application ID column is hidden or displayed

Clicking on an application in the list area displays a pop-up menu offering the following options:

- Delete After a warning message a process can be forcibly removed from memory (for emergency use only!)
- Activate The MagiC screen manager is called to activate the process. This only affects the Menu bar, where available, windows are also not affected. If the selected application is desktop ACCessory it is sent a VA_start message which should open or top its window
- End The process is sent an AP_TERM message and should exit tidily



The default font displayed in the window can be changed using UFSL (Ultimate Font Selector) where available.

When APP_LIST is started it searches for its ASCII editable INF file and this can be configured to IGNORE any applications.

Such entries are displayed in normal text (instead of bold text) in the application list, unless they are hidden altogether. Ignoring and hiding the desktop and other applications which are always installed makes the list easier to manage.

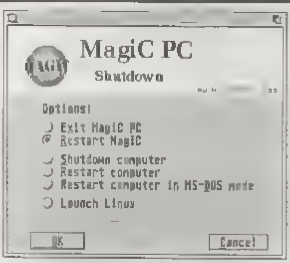
Joe Connor

MagiC PC Shutdown v1.0

Public Domain
Heiko Achilles
Email: hornsk@talknet.de
http://www.talknet.de/~hornsk/

MagiC PC Shutdown is a replacement for the standard MagiC Shutdown utility. It provides a number of additional features compared to the standard utility.

- MagiC PC is either ended or restarted
- MagiC PC is exited and the machine shutdown
- MagiC PC is exited and Windows either rebooted or restarted in MS-DOS mode
- A Linux installation can be booted
- Optionally, with NVDI installed, the current Windows resolution can be passed to the change resolution utility (CHGRES.PRG)



Once configured a dialog on shutdown from which you select the desired option. BubbleGEM help is provided to help clarify the options. Holding down the [Shift] key bypasses the shutdown dialog in which case your preferred default option is carried out. Installation requires a bit of manual intervention. Two files have to be copied to your MagiC PC folder on the PC side. On the Atari side the original SHUTDOWN.PRG has to be renamed/moved and replaced with the MagiC PC Shutdown equivalent and its resource file. Finally your SHUTDOWN.INF file needs to be edited to suit your requirements, using the commented example file for guidance.

The optional resolution change feature only works with NVDI installed and uses undocumented features in the NVDIPC.INF file which may not work on every setup. It doesn't function with Windows NT.

Joe Connor

Please continue to support PD/Shareware authors

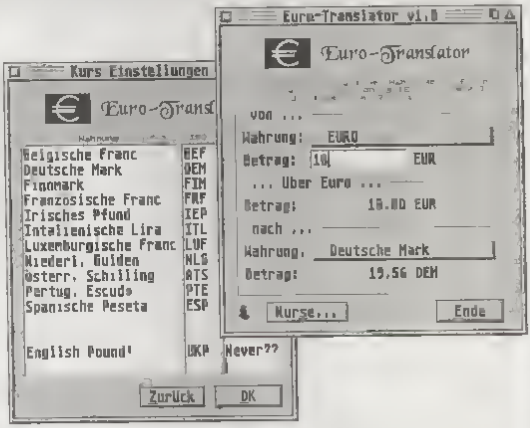
Registrations, bug reports and feedback are vital if software for the Atari platform is to be developed in the future!

Euro-Translator 73%

Utility Shareware
Email A Diedenn@I online de
http //www diedenng de/

Since the 1st January 1999 the EU with a some notable exceptions adopted the Euro as its single currency Currently only paper transactions can be carried out in Euros so until 1st March 2002 there s still a need to convert between the currencies Armin Diedering the Resource Master programmer has created Euro-Translator to do the job

Because the rates between the Euro and the member currancies can still change there s a dialog to edit the values and even some empty slots just in case Sweden Danmark Greece or Great Britain decides to join The rates in the program were correct on 17th June 1997 so do check the rates are current before using Euro-Translator for anything important!



Euro Translator includes German BubbleGEM and ST Guide hypertext documentation Clipboard support makes it easy to cut and paste conversions between applications Registration costs 5 11 EUR (DM 10 or around £3 50) which removes the shareware reminder dialogs

Unless I'm missing something I think Euro-Translator only offers a subset of the features already provided in Mario Becroft s Currency Converter - which is available in English

Joe Connor

This could be the only CD-ROM you'll ever need...

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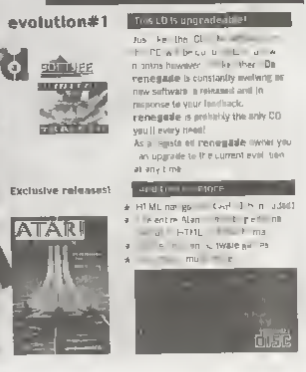
ATARI COMPUTING £14.95

evolution#1

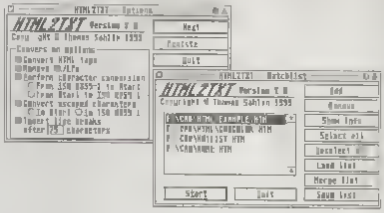


HTML2TXT 2

Utility, all Ataris
Thomas Sahlin
http //user tninet se/~jyc691w/software html2txt/

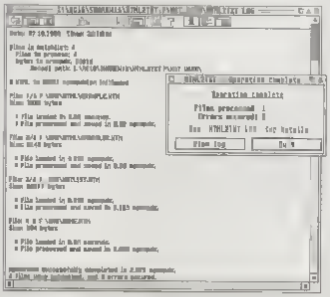
HTML2TXT 2 programmed by Thomas Sahlin in Sweden converts HTML files to ASCII text files and has been re-written and released as Registerware (the original release was freeware) The interface offers batch conversion options logfile iconfiguration and both BubbleGEM and ST Guide help

This release produces excellent converted files which is what the program is designed to do There s full support for lists and indentations and HTML2TXT 2 recognises the CSS property text al gn and formats text accordingly Width and align properties of <HR> tags are also handled correctly Tables are converted into lists which works well and aids readability



I do have some minor niggles about the interface but don t let these put you off using HTML2TXT 2 which produces excellent results

I found the conversion options confusing Each option is explained in the hypertext along with example settings to perform a variety of tasks such as "Converting HTML files into Atari text files and it would be useful if these tasks could be selected from a d alog instead of or alongside the existing options The most serious limitation is the lack of Drag&Drop support wh ch means you can t drag a file for automatic conversion onto the HTML2TXT 2 icon or move files from the desktop or between buttons in the batch conversion window



HTML2TXT 2 creates a PRGLINKS folder on the root of your C where it stashes a file called HTML2TXT LNK to set the path to HTML2TXT PRG which seems a bit heavy handed - an environmental variable or entry in the PATH string would seem a better solution

Because there s no menu bar or navigation buttons between the separate dialogs you cannot move between the batch file and options screens except by exit ng the program and restarting

Under MagiC 6 the window frame obscures the extreme right of the dialog buttons and the mouse leaves droppings

Joe Connor

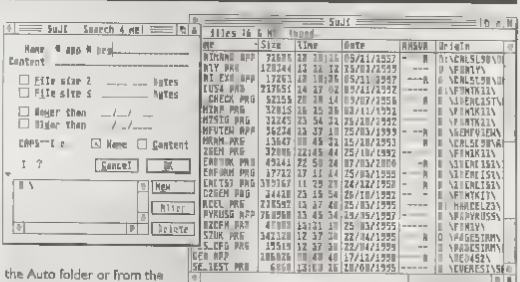
Suji v1.35

Utility, all Ataris, Freeware
Daniel Höpfl
Email daniel@hoepfl de
Download
http //cocker home pages de/
http //www cix co uk/~derryck/software htm
http //www cix co uk/~inactive/TransAction

Magxdesk s MGSEARCH is certainly not the most intuitive way of finding files on a crowded hard disk and other search utilities like ParaFin are no longer under development so Daniel Hopfl s Suji "Search for me was a welcome new release

Suji is a GTP (Gem Takas Parameters) utility There s a ST Guide hypertext which takes us through its installation and operation with BubbleGEM help to remind us of the main points and best of all it s Freeware!

Single TOS ers are not forgotten either While it s not possible to integrate Suji into the desktop in the same fashion as MagiC together with desktops such as MagXDesk and jinnee with the system extension WDIALOG loaded (either from the Auto folder or from the desktop) Suji can be run from the desktop instead BubbleGEM help can also be configured to work under Single TOS check the BubbleGEM documentation for more details



Suji s not just a pretty GEM utility either Search results can be sorted in ascending or descending order on a variety of fields including size and date something which Holger Weets F nder (reviewed in AC#12) lacks Needless to say with an AV Server installed double clicking on a file launches it either as an application or loads it into a suitable viewer depending what applications you have installed from your desktop

My only niggle is that the drive popup isn t intuitive Selecting drives to search is performed by de-select ng drives you DON T want to search on a point that caused me endless confusion until TransAction crew member Peter West was called in to translate this package!

I like it but don t take my word for it download a copy and try it for yourself!

Derryck Croker

The Final Curtain!

Well here are the final Maggie pages for their outing in Atari Computing. We're reluctantly going from here but the Maggie disk magazine is still very much around. See us in our current issue and join us in the forthcoming tenth anniversary celebrations. In the meantime try to sponge away those tears and enjoy our rantings one more time!

Chris Holland

Maggie 10th Anniversary!

Many of you may be unaware that Maggie is one of the longest serving publications on the entire Atari Scene. Indeed we're coming up to our first decade next year! Quite apart from thinking that this past ten years worth of Atari activity makes us a dribbling old fool in the equivalent canine years we are fully intending to celebrate this landmark survival.

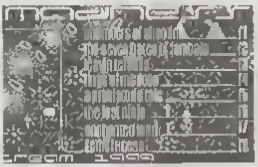
There is a special issue of Maggie planned for around that time next year. The actual anniversary date is the 30th May 2000, ten years to the day that The Lost Boys debuted the diskmag on their chaotic stand at the Hammersmith Novotel 16-bit Show. However we're taking the so-called "official" anniversary date of the 19th August 2000 which happens to be five years to the day since the 5th Birthday party. This later date gives us the chance to take a bit longer on that all important 10th year issue. Coincidence? I think not!

There are no firm plans for the content of this 10th anniversary special Maggie but one theme will be definitely along the lines of "bumper issue". If anyone wants to contribute to this forthcoming very special one off issue then feel free to email me at cih@atari.org under the subject heading "10th anniversary issue or what?". Additionally there is a smallish celebratory party under consideration for that weekend.

This will be mainly of interest to UK based Atari people, past and present contributors and the like, but if you're potentially interested then do get in touch.

Chris Holland

Madness Music compilation demo by Cream ST/e/Falcon



This is a nice little taster for future productions by German ST demo makers Cream. It is a very simple production: a music demo featuring tunes from The famous chip music composer "Mad Max" aka Jochen Hippel written for the Amiga in a proprietary seven channel(!) part chipsynth part sample replay format. These are cover versions of well known ST tunes for well known games such as Leavin' Teramis and Chambers of Shaolin produced by the famous ex-demo sceners software house Thalion. The melodies are recognisable to those people with ears bettered by the YM2149 soundchip squawk from the ST. They are completely transformed by the enhanced Amiga replay system however and sound a lot like a "luxury" version of a Commodore 64 SIDchip tune. It isn't a completely effect free production either as there is a very cool take off of the stylised Thalion logo introduction. This time it's done as a bunch of spinning 3D texture-mapped objects on an ST! There is a resist demo which even works on Falcons. You might also be interested to know this is a precursor to a new music player being prepared by Cream which will be able to play nearly all proprietary Amiga music formats. This is to be accomplished by wholesale emulation of the Amiga Paula soundchip!

Overall 77%

Chris Holland

Emulation, that's the name of the game?

Emulation a term familiar to many PC users especially those returnees who have come back to their rightful place in the Atari sunshine with the help of one of those ubiquitous Atari ST emulators. I'm sure if I throw around names such as Paolist and Winston you'll know exactly what I'm talking about.

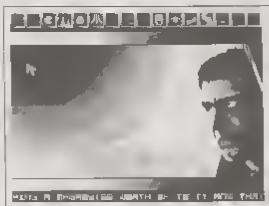
Less well known but possibly of even more interest is the sort of emulation carried out by Atari TOS compatible computers of other computers. Yes there are such beasts and some of these do quite a successful job of it as well.

Emulation on the Atari 68k has quite a long history. Early bundles of STs were sold with something called CP/M an early 8 bit business standard. These disks along with the regrettable Metacomco BASIC, were the first to be recycled. Along the way there were fair to middling attempts at emulating anything from an 8 Bit Atari right through to early model PCs and Macs. These are still around but have tended to fade into the background as being somewhat historical.

The first acceptably "modern" emulators were of computer platforms somewhat closer to home. Sinclair ZX81 and Christian Gandlers ZX Spectrum emulators were among the first realised that could run large amounts of the software produced for these machines. The ZX Spectrum emulator was particularly successful with the common SNA or snapshot file format.

This meant that large amounts of popular classic old games were in easy reach. The Speccy emulator got as far as version 2.07 in 1993, but has gone quiet since. It still is a very good representation of a 48k Spectrum on even a standard ST although a Falcon is needed to get nearasdammit full speed.

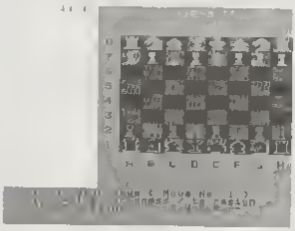
Other 8 bit computers were also possible to emulate on standard



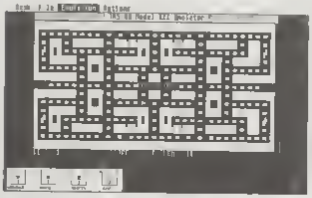
Download Maggie and check out the Maggie pages at...

http://rg.atari.org

hardware a notable also ran of the 8 bit era, the Oric is currently at version 0 9 of ATOric. This really needs higher powered TOS hardware to run properly, as it is unbelievably slow on an ST less slow on a stock Falcon but really needing a TT or above to get the best from it Again a wide variety of software can be run This emulator also makes use of certain physical parts of Atari hardware the timeless AY Yamaha soundchip!



Going back a bit earlier to the prehistory of home computing is the 2nd Life Tandy TRS 80 emulator This is unique as it is the only emulator that can run under a mono monitor Indeed it will require this Also it is the only one that runs fully under GEM (ATOric has a partial GEM interface) It is fairly undemanding of the hardware, and can get something like full speed on a stock Falcon030 It is a very well designed emulator that can run virtual disk images and even provides tools to network to an actual TRS80 to transfer programs to an Atari This one ran to a virtually complete version 1 0 but work stopped on it in 1997



You might expect there have been some fairly serious attempts to do "Atari on Atari" with emulation attempts of the famous 800 XL series This has some radically different hardware from the ST family more in common with the Amiga and is quite a challenge to emulate The famous early attempt was Xformer by Darek Mihocka which was fine until it had to go beyond BASIC programs or try to get the more esoteric graphics modes

More recent attempts include Peter Stehlik/Joysofts Atari 800 which is a conversion of a C coded generic emulator for the PC It is described as very accurate but needing a brute force TOS computer as the last speed benchmark described it as only 40% of full speed even on an 040 Afterburnered Falcon! There is also a less complete but faster ASM coded XL emulator EmuXL slowly being developed by Draco which is currently at version 0 37

Console emulation was always thought to be a bit of a non starter That is until the Reservoir Gods came along with their Godboy Nintendo Gameboy emulator This and the follow up NES emulator Godlynes took a different approach to other emulators Recognising that a stock 16MHz Falcon was a marginal system for this type of emulation they opted to patch individual games to run more closely rather than try to make a generic emulator capable of running everything but more slowly

At the same time individual patching of games allowed for some major enhancements such as vastly superior Falcon audio and recoloured Gameboy graphics Recent activity has been limited but we understand the Gods are close to a generic and much more compatible Gameboy emulator having ruthlessly optimised their sourcecode to run ever faster and better

The picture for TOS emulation of other computers is patchy We seem to be missing out certain classic computers such as the Commodore 64 Also there has been a notable lack of current PC favourites such as the MAME arcade multi emulator although to be fair we're probably looking at Hades levels of power to carry that one off

Where there have been other developments is in the field of soundchip or sound player emulation Here there has been quite a lot of activity For example although no really good Commodore 64 emulator exists there are two separate SIDchip music players in the case of PlaySID offering full compatibility with the GEM desktop environment on the Falcon The earlier effort from demo crew Cream has a version for even the humblest of STFMs

There are further developments in the pipeline here with a POKEY 8-bit Atari soundchip music player being considered by the author of PlaySID and even better a generic Amiga soundchip player in effect an emulation of the Amiga Paula soundchip being worked on for imminent release by Cream

To conclude this article you may be interested to know there is an excellent website maintained by Homepage Penguin author Matthias Jaap which covers just about all aspects of emulation on TOS computers There's even information on "lost" or rumoured emulations as well as just about all the emulators mentioned in this article By the way did I mention there is a Sinclair QL emulation for TOS? I thought not

This very useful "starter for ten" site for emulation for TOS computers can be found at:
www atari-computer de/mjaap/emulator/index htm

Chris Halland

Atari Computing Final Issue Retrospective

Our involvement with Atari Computing has been a bag of laughs from the first issue and it has been great fun reintroducing a demo scene and disk magazine perspective to a professional paper magazine sadly missing since ST Format lost the plot It is sad to see Atari Computing go but at least they did give us all reason to carry on in that difficult post ST Format collapse period I'm pleased they lasted as long as they did!

For the Atari demo scene community the sort of people represented by us the writing on the wall has related to the contents of a website for some time now

We've been running in a confident and self contained fashion for the last few years on the net, and we don't see any likelihood of failure unless something truly catastrophic such as this Millennium Bug thing really does come to pass

Don't worry about us we'll still manage even without a paper magazine anymore Check out our 10th anniversary plans for next year on the regular Maggie pages

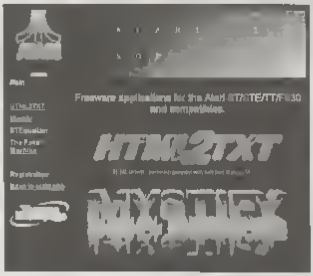
Chris Halland - Editor of Maggie Disk Magazine

SITESEEING

Thomas Sahlin's home pages 75%

http://user.tninet.se/~jyc891w/software

These stylish web pages are clearly designed to support and register Thomas Atari software The site is divided into six main areas:



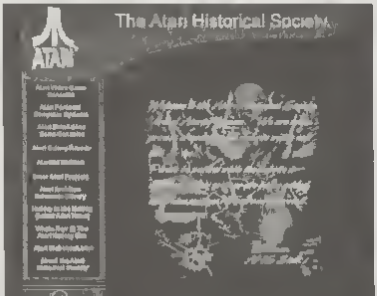
- Main page This includes news and details what you can find in the other sections
- Games This includes hundreds of cheats and an online sliding puzzle game
- Guest book Sign or view the guest book there are comments in Swedish and English and most people seem to like the pages
- Software This section includes details and downloads of all of Thomas Atari software including HTML2TXT 2, Mystify a screensaver The Poker Machine game and STEqualizer a utility to play mod and edit samples which controls the microwire interface included in STe/MegaSTe and TT machines
- Registration This section can be used to register for any of Thomas s free of charge Enter your details into the form and you ll receive an email containing your personal key
- Links These are a bit thin on the ground Currently there s just one Atari link to Mike Mabic s home pages and that was broken or unavailable when I tried it!

The Main and Games pages don t display in CAB 2 7 probably because they re riddled w th Java but the URL we ve included above takes you directly to the Atari software pages which do load and I ve also checked the registration forms work so there are still plenty of reasons to visit these pages

Joe Conner

The Atari Historical Society 95%

http://www.atari-history.com



As this s the last site rev ew in the la t issue th s site seems appropriate There are a handful of other excellent Atari history sites (we ve included their URLs in the news column) but this is a site I would be happy to refer anyone to for general information about the Atari platform past and present

Site navigation is logical with superb graphics throughout.

There are pages devoted to consoles computers coin ops/ arcade the latest news and links to other (mostly) h storical sites

For (almost) every Atari machine there s a picture along with a lively description and often a spec ficat on sheet and this really s one for your Hot list Respect to Curt Vandel for creating this cracking site!

Joe Conner

SITE NEWS

Here s links to other Atari history/reference sites

The Atari exhibition
http //www best com/~hmk/atari htm

Atari Time Machine
http //atari time machine atari org

Back in Time
We reviewed this site in AC#13 p38 where it rated 92%
http //www emuclassics com/backintime/

The Atari Library
http //markn users netlink co uk/

STNICCC 2000 New Site!
Some really cool people may come to the ST News International Christmas Coding Convention 2000 We won t mention any names because none of them are certain and we wouldn t want to let anyone down Alex The Nutty Snake/El Serpento Loco of QX/AE Crouzen has totally revamped the site and it looks mega cool now so check t out and send them some feedback Surf over to
http //www fortysecond net/stniccc2000

ST-Computer Online
FALKE Verlag publishers of the German ST Computer magazine has moved its web pages to
http //www st computer atari org

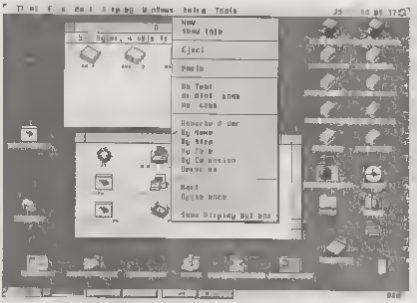
Uwe Seimet
Home pages moved Demos of Uwe s commercial software Diskus HD Driver and Outside can all now be downloaded from
http //home nikocity de/nogfradelt/atari_english html

Atari org Problems
atari org was down for an extended period during October 99 Richard Davey explains *We lost power to our main network centre for over 3 hours This was longer than the generators can run for (they have approximately two hours uptime) and GEM had never been configured to shut itself down properly in the event of power loss So it crashed big time The motherboard and hard drives in the server were fried*

L ke many things on the Atar scene atari org is run as a hobby on a shoestring, even though t usually offers a professional quality service and it took time and money to replace the server They re currently looking for donations from anyone who can help to upgrade the server For the full story visit
http //www atari org/

Q&A

"Honestly, we've always had many more answers than questions!"



Thing v1.27e

Q I recently downloaded Thing 1 27E because I wanted to use it with Gemulator98 v5 01 running TOS 2.06 on a Windows 95 PC

1 Thing loads running Gemulator98 but it can only access the drives once you can display a root directory but you can t display another or open a folder or display a text file and sometimes it can t create a clipboard on startup

2a Running TOS 4 04 on a Falcon Thing can access the drives but I then found I didn t have enough information to set it up

2b Double clicking on a file does not bring up a viewer but instead informs me I have no application to view it

2c The applications item on the extras menu has got a Default application in its dialog box but when this is edited the button to choose the program for it is disabled

2d What is the Default application? Is it what I em looking for as the equivalent to double clicking on a file with an unrecognised extension with the Atari desktop? If so, how do I set it up?

2e I tried installing Everest using the new button in the Application dialog box because this did enable the button to choose the program I also used a single * in the mask

2f Double clicking on a TXT file now launched Everest BUT Everest loaded 2 files One was the text file BUT the other was EVEREST PRG which of course displayed gibberish because it was 68k object code.

2g How do I setup applications to solve these problems? What are all the options for in the Appl cation dialog boxes?

3a The help file is in ST-Guide format but I have no idea how to access it from within Thing I dug up a copy of ST Guide 1 3 but it does not have instructions for how to set it up

3b How do I set up ST Guide?

3c I used ST-Guide to look at the help file BUT there was no mention of the Default application and there is no propet explanation of how to set up other Applications

4a I was very pleased when I read the review of Thing v1 20 in AC#8 it looked ideal for use with Gemulator98 which can launch windows programs So far Thing has not lived up to my expectations because the first thing I tried to do has been unsuccessful which does not inspire me with confidence.

4b I would be more than happy to pay the shareware fee if Thing worked with Gemulator98 and I would like to be able to try it out with a real Atari to see if it works better than Ease

5a Does Thing work with TOSBOX or any other emulator?

5b Can TOSBOX launch windows programs the way Gemulator98 does?

Dave Ansell via email

A 1 It seems likely there s something wrong with your Gemulator installation or some problem accessing partitions with long filenames Consider upgrading to the current Gemulator release and make sure you can access the problem devices/partitions from the TOS desktop before installing Thing v1 27e which should resolve the problems you re experiencing

2a You need to install ST Guide

2b Thing takes a modular approach leaving you to select your file viewer of choice Most people install a general file viewer capable of displaying most of the file types you need to view ST-Guide itself makes a fine viewer and you could also consider IstGuide Look n See and Imagecopy

2c/d That s normal because it s used to set the options for executing all other programs not on the list not for setting the program for non-matching files

2e Th s should now work properly and launch Everest to display any files for which there is not a specific match of course t will also load any graphics files you double-click on! Ideally you should also install at least one viewer capable of display ng images

2f It sounds like you ve also added EVEREST PRG in the parameters field - it s not needed

2g Once you have ST Guide installed you can press the Help button in any of those dialogs (or load the ST Guide HYP manually via the file selector) and the options are thoroughly explained

3a The current Engl sh release v1 5e includes full instructions and s available for download via the InterActive webpages at http://www cix co uk/~inactive/

3b ST Guide looks for its ST GUIDE INF file which should reside in the folder specified by the HOME environmental variable or n the root directory of the boot disk/partition (typically C \ for a hard disk or A \ for a floppy drive)

ST GUIDE INF is an ASCII file and can be configured using any ASCII text editor (Everest, qed Luna) to suit your requirements the file is heavily commented so if you load it nto an ed tor you should be able to make sense of the options from there.

3c Read the Extra Applications (General)" page which says The label Default application is reserved and denotes the settings that Thing uses when starting all programs that have not been nstalled explicitly

It s possible some of the help pages can be more easily reached from the Help buttons in Thing dialogs rather than navigating the hypertext from the Contents page Setting up other applications is pretty much self explanatory

4a Thing is without doubt one of the most popular and powerful desktops available for the Atar platform It is a power user" desktop and optim sing your working environment does take some time but the hypertext s comprehensive so you do need ST-Guide up and running Make sure you read the Applications General and Applications Properties sections carefully and note the bit about wildcards in the former – Good luck!

5a Thing works fine with TOSBOX and MagiC PC.

5b No TOSBOX is a DOS application which runs full screen and takes over the system

Bob Paton, Andy G, Bob Paton, Peter West, Joe Conner

The Contact Files

Hopefully The Contact Files will provide a reference guide and a form of contact for the foreseeable future If you want to have an updated list early in 2000 please see the contacts box at the foot of this page Please note that this list is space restricted and there are many omissions and probably errors Sorry about that! Please let us have any corrections and additions Inclusion in or exclusion from this list implies nothing at all! All information is printed in good faith and RPL/AC accepts no legal responsibility for the actions of others!

UNITED KINGDOM
PUBLICATIONS
ST Applications ST Club PO Box 101 Nottingham NG2 7NB. Tel: 0115 945 5250 Email: stclub@cix.co.uk
STe Apparently being taken over by Bernhard Denny/Atari Org See their web site for more details.

ATARI CLUBS/USER GROUPS
WAG Wessex Atari Group (WAG). Meetings quarterly in Whitchurch, Hampshire. Contact: Roy Goring Tel: 023-9234-1847 Email: roy@lancentralinternet.co.uk
CCC Cheshunt Computer Club (CCC), Cheshunt, Herts. Meetings of the CCC are held monthly at a community location in Cheshunt. Contact Derryck Croker on 01992 673778 for further info on membership. Email: derryck@cix.co.uk
STAG Scotland. Good monthly meetings at Hogwood on the outskirts of Glasgow. Contact Al Gould, Eric Bhaion Simmons Crescent, Johnstone, PA5 8JU Scotland for more information. Email: sgould@cix.co.uk
WRAG Yorkshire 3 Scholemoor Lane Lidget Green, Bradford BD7 2RN Contact Steve. Tel: 01274 403092. Email: wrag@cardrand.demon.co.uk
SYNMAG Proposed new Atari user group for South Yorks and North Midlands. Contact: Mike Kerslake Tel: 0114 2584442. Email: publish@cix.co.uk

ATARI DEALERS
H = Hardware, R = Repairs, U = Upgrades, S = Software, J = Jaguar P = Portfolio

Atari Workshop/System Solutions 17 Rt Blackwater Street, East Dulwich, London, SE22 8RD Tel: 0181 693 3355 Email: sales@system-solutions.co.uk (HRUS)
ASP 40 Ewlin Road Abingdon, OX14 1JE Tel: 01235 534153 (after 6pm) Email: afrias@zetnet.co.uk (HRU)
Cyrbus Designs (In Time) 3 Witherford Way Selly Oak, Birmingham, B29 4AX. Tel: 0121 693 6669 Email: sales@titan-bus.co.uk (HRUS)
FaST Club PO Box 101, Nottingham NG2 7NB. Tel: 0115 945 5250 Email: stclub@cix.co.uk (HS)
The Console Centre Home Link Ltd Holmes Road Birchencliffe Huddersfield W Yorks HD3 3BS Tel/Fax. 01484 544936 (HS)
The Portfolio Club 18 Cedars Road Morden Surrey, SM4 5AB Tel/Fax 0181 288 8990 (Horses) Email: portfolio@x-stream.co.uk (P-HS)
The Trading Post, John Thackeray Trade-In Post, Victoria Road Shifnal Shropshire TF11 8AF Email: Tradingpost@btinternet.com Web Site: http://www.trade-inpost.com
The Upgrade Shop 37 Cresall Street, Macclesfield, Cheshire, SK11 6QG Tel 01625 503448 (HRU)

PD SHAREWARE LIBRARIES/USED SOFTWARE
LAPD PD (formerly LAPD Highview (Bytebach) and Steve's PD) The Atari Software eXchange Tel 0870 2400585 Email: steve@atari.org
Folders PDL I took over Rafiam and have loads of disks and ST Forms. 14 Green Close Bennington London, SE7 4JL. Tel. 0181 316 8938 Email: p.d.davis@forum.net

DISKMAGS
I plan on releasing the new Maggie diskmag and also the next Disaster Diskmag for 1 ST's. Mega 4 will be released during Christmas and shortly be sorted by Disaster 20. 2 disks and a SAE is required for both diskmags. Mr Tim Round 25 Follmer Court, Pelton Fell Chester-le-Street, Co Durham, DH2 2QR UK. Email: tor@emitrex.screaming.net

ATARI FRIENDLY ISPS
The following ISPs are known to be Atari-friendly or at least tolerant:
CIX. Tel 0845 355 5050 (Sales line 0900-1730 Weekdays) Support: Large and active Atari user base with numerous Atari-related conferences.
Zetnet Tel 01595 696667 Email: info@zetnet.net Support: Zetnet Atarians. Zetnet customers using Atari equipment with this ISP are invited to join the mailing list.
Demon. Tel Contact Sales and Subscriptions 0845 272 2999 Email: sales@demon.net Demon Internet Ltd., Gateway House, 322 Regents Park Road Finchley, London, N3 2QQ Support: Newsgroup for Atari help and advice

INTERNET HELP
Help on connecting Atari Computers to the Internet is available from:
Roy Goring Tel 023-9234 1847 Email: roy@lancentralinternet.co.uk
Atari WWW Message Board Ask questions, leave hints and tips etc http://www.lancentralinternet.co.uk/atari/

USA
ATARI CLUBS/USER GROUPS
Atari Users of North Texas Contact: Greg Goodwin. Email: dcator [illegible]@yahoo.com

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Systems For Tomorrow Hardware and software. Email: sales@SystemsForTomorrow.com WWW http://www.SystemsForTomorrow.com Phone. (816)833-4728 Fax. (816)252-3681 Mail. PO Box 3036 Independence MO 64055 USA. Retail: 1111 E Lake Winnet Road Independence MO 64052, USA
A&D Software c/o MacDonald Associates And MacDonald, 909 NW Lord to Plaza Grants Pass, OR 97526, USA. Software programs still available for Atari: Universal Item Selector Spelling Sentry Great Stem, Grammar Expert Mid Range Lessons. Email: saintaorner@whatlink.com www.whatlink.com/[illegible]
David Hargan I buy all Atari Products. Mainly 8/10's, megas, monitors, hard drives, mouse music software, etc. WWW http://www.fleepsiferecom/members3/[illegible]

ATARI BBS
The DarkForce! BBS Call 1-606-886-9814 and (300 to 19200 baud) for the very best support for your Atari computer Sysop - DarkLord Now with 4.5 Gigabytes of hard drive space and 10 CD-ROMs 2 of these CDs are Atari specific Standard 8 N 1 settings are used The online logon process is quite painless NEW (for new users) User name (handle) password (you MUST enter a permanent password to be remembered) Real name address birthday, and a couple more odd bits. There is a DarkForce! log on the board, available from the "System Bulletins" section.

NETHERLANDS
PUBLICATIONS
Publishers of the bi-monthly magazine ST since 1986 And preservers of a big floppy-disk based PD-library and run a help-desk by telephone.
Stichting ST Bakkerssteeg 8A, NL 2311 RH Leiden The Netherlands. Tel: 071-5130045. Email: atarist@xs4all.nl
Homepage http://www.xs4all.nl/~atarist
Also initiator of the Dutch-language mailinglist: atari-nederland@egroups.com

GERMANY
PUBLICATIONS
Classic Atari Covers all Atari computers (8 bit, classic ST/TT/Falcon, consoles) German language. It's a fanzine printed in b/w and spinebound by a few Atari dealers. 4 issues are published in one year Price is 7 DM including postage (in Germany). Issues are also available via Mac-CS and many other Atari dealers. WWW address: http://www.classic-atari.de

ATARI CLUBS/USER GROUPS
ABBUC (ATARI 8 Bit User Club) The club fee is 60 DM a year. All Clubmembers get 4 magazines a year with articles about the ATARI XL/XE. They also get 2 extra magazines and extra Software once a year. This Software normally is a format accessoria Programs or Game. The ABBUC also hold a Jahreshauptversammlung (JHV) once a year. There you have the chance to buy 8 Bit Stuff meet old friends you normally met only via the Internet and you could see new things produced for the 8 Bit. ABBUC e.V. c/o Wolfgang Burger Wieschenbeck 45 46049 Herten Email: WBurger@t-online.de
SWAT (South West ATARI Team). Address. c/o Roland Altmayer Weinbergstr 6, 54466 Traben Germany. Email: Highlander@t-online.de

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WORLD WIDE WEB (WWW)
The following sites provide very good sources of information.
Atari Computing This magazine's site will be in operation for some time yet, so keep an eye on: http://atari-computing.com
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Halvard's Atari Launchpad is a great place to start looking for anything Atari. Simple and quick to navigate with no huge graphics to download. http://www.geocities.com/SiliconValley/Bay/8746/

MUSIC/MIDI HELP
Atari music support site. Contact Clive Holmerup. Email: clive@holmerup.com WWW www.holmerup.com

SOFTWARE AUTHORS
The following authors have contacted AC recently indicating that they are still actively developing and/or supporting their software
Matthias Jaap Germany
Email: mjaap@mars-computer.de
Mark Wherry UK
Email: mark_wherry@cix.co.uk
Matthew Bacon UK
Email: m.deepak@cyberstrides.org

HARDWARE DEVELOPMENT
The following companies or individuals are involved in developing Atari-related hardware
Mario Becroft New Zealand
Email: mb@gem.win.co.nz
Milan Computer Germany.
http://www.milan-computer.de/

MAGIC DOCUMENTATION PROJECT
John Whalley hosts this excellent project which makes available in English the MagiC OS documentation translated by the likes of Peter West. http://www.whalley.demon.co.uk/

TRANSLATION
Transaction provide translations of software to and from English, French, German Dutch and Spanish. Email: transaction@[illegible].cix.co.uk

The Contect Filee - to be continued...

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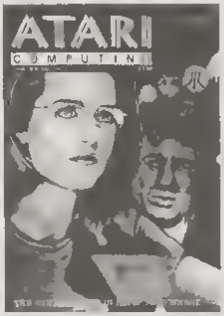

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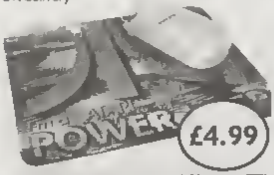

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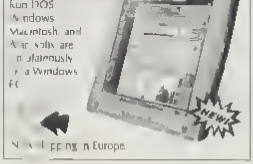

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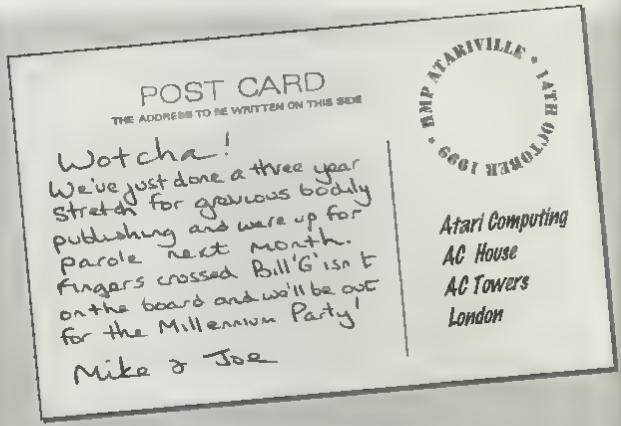
Thanks again to Al Gould and the late Brian Stanton for looking after the office, Bob Paton for looking after our web pages and finally the former ACG members for their financial support launching the magazine.



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